

EDITOR AND DESIGNER – COMICS

Accomplished comics editor and designer with applied experience managing multiple titles, strengthening visual and editorial content, and cultivating new creators. Demonstrated ability to effectively partner with talent to realize a vision across a variety of genres, including on high-profile titles such as the Eisner-nominated “Third Shift Society.” Ideator of original content; created an official Marvel superhero (Sun Spider) included in a limited “Into the Spidaverse” run.

SKILLS: Script Writing • Copy Editing • Proofreading • Creative Development • Story Design • Character Design • Comics • Graphic Novels • Sequential Arts • Illustration • Coloring • Shading • Graphic Design • Desktop Publishing • Project Management • Photography • Video • Clip Studio • Adobe Photoshop • Illustrator • InDesign • MS Publisher • After Effects

PROFESSIONAL EXPERIENCE

FREELANCE COMICS EDITOR: Los Angeles, CA

Feb. 2021–Present

<https://www.daynabroder.com/>

Working on contract basis with several publishing companies and individual creators as editor and consultant on a variety of projects, including editing graphic novels, digital comics, and pitch packets.

WEBTOON ENT: Los Angeles, CA

Jan. 2018–Feb. 2021

Associate Editor

Recruited by leading global digital comic platform to collaborate on the delivery of the editorial vision. Managed the full lifecycle of up to 20 concurrent color titles, maximizing success of intellectual properties via leadership on story development, schedule and deadline management, script and copy editing, thumbnails, colors, lettering, final product, and payments. Sourced and scouted new creative storytelling talent for curation of existing artist titles and development of new series. Performed market research and portfolio reviews, and collaborated on project marketing.

- Built a highly productive portfolio of titles. Partnered with and coached creators to strategize title visions, strengthen storytelling and reader appeal, tighten copy and visuals, and ensure long-term title viability and marketability.
- Scouted and brought in house 250+ artists, diversifying content and driving high-volume traffic to platform. Secured titles “Blades of Furry,” “Heir’s Game,” and others, generating 525K+ incremental followers.
- Strengthened enterprise visual presentation and product quality via co-creation of proprietary lettering style guide.
- Notable Titles: **Third Shift Society** (Thriller); **Heir’s Game** (Drama/Romance); **Seed** (Science Fiction); **Four Leaf** (Fantasy); **Plum** (Sports); **Witch Creek Road** (Horror); **Blades of Furry** (Romance/Sports); **Little Matcha Girl** (Fantasy/Supernatural); **Lone** (Action/Supernatural); **The Four of Them** (Romance); **Aerial Magic** (Romance); **Yuna and Kawachan** (Thriller); **Death of a Pop Star** (Romance/Comedy); **Falling in the Blue** (Science Fiction); **Simon Sues** (Supernatural/Thriller)

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN: Savannah, GA

Aug. 2017

Master of Arts (MA) Degree in Sequential Arts

Notable Coursework: Theories and Practices for Sequential Art • Sequential Art Methods • Writing for Sequential Art • Digital Design Issues in Sequential Art • Exploring the Narrative

- Produced 60+ pages of long-form (10+ pages) fantasy/fiction comics and graphic novels, including “Girls Who Ruined Me,” and “Going, Going, Gone.” Ideated concepts, produced scripts, thumbnails, and layouts, and colored in Clip Studio.
- Critiqued and edited peer comic projects for creative direction, story concepts, content, grammar, and quality control.

UNIVERSITY OF ARIZONA: Tucson, AZ

Aug. 2016

Bachelor of Fine Arts (BFA) Degree in Visual Communications, concentration in Illustration

VANCOUVER INSTITUTE OF MEDIA ARTS – VANARTS: Burbank, CA

Jul. 2015

Masterclass Workshop – Basics of Storytelling the Pixar Way; Instructor – Matthew Luhn

TESTIMONIALS

- "Dayna was a wonderful editor to work with! From story beats to layouts, reading flow and any minor art or grammar goofs, their feedback was always useful and well thought out. It helps that Dayna has experience editing, creating AND studying comics, and thanks to that can communicate really well with us as artists and storytellers. Dayna was pivotal to the creation and development of *Blades of Furry* and we would not have found the success we have right now without them! Anyone who works with them in the future will be lucky to have them!"
-Deya Muniz, co-creator of *Blades of Furry*
- "Dayna, in my experience as a comic creator, is hands down the best editor I have ever had. They're attentive, passionate, and understanding with all projects they take on. *Blades of Furry*, me and my wife's comic, would not have become a Webtoon Originals without them. Every fellow creator and colleague that has had the pleasure of working with Dayna always say how amazing they are. (And how much we all miss them.) Dayna was super understanding of our needs, got excited about our story and had great input and feedback, was always available when there was a late-night comic emergency and much, much more. Any company would be lucky to have Dayna on their staff! Not only are they an asset, but will be able to connect with creators on a deeper level, that as a creator I have yet to have with any other editor."
-Emily Erdos, co-creator of *Blades of Furry*
- "Working with Dayna was working with someone who put in the extra effort to hype everything up, story to writer. On top of editing and working on the comic, Dayna was genuinely invested in the story, endlessly interested in the characters and always took care to make me believe in myself."
-Susanna Nousiainen/Suspu, creator of *Heir's Game*
- "I owe my place at Webtoon to Dayna!! They were there betting on me from the start, and I think about it every time I can't believe where I'm standing right now in my career. There hasn't been a day when I'm not wishing my next editor is half as rad as them."
-Lucía Martínez Galdona/Lumaga, creator of *Four Leaf*
- "As someone who was new to making webcomics, Dayna's guidance and patience helped calm my anxiety starting out, and it's really thanks to them that I feel more confident in making comics. *Little Matcha Girl* is what it is today thanks to them."
-Jean/Mame, creator of *Little Matcha Girl*