CONCEPT ART AWARDS
JURADO 2025

Sandra Everingham

Sandra began her creative career at Wizards of the Coast, where she was part of the small, scrappy team that launched *Magic: The Gathering* in 1993. She went on to hold key roles at Wizards, including Art Director for *Magic* and later Worldbuilding Manager, where she led a multidisciplinary team of Art Directors, Concept Artists, Narrative Designers, and Graphic Designers.

Over her 35-year career spanning tabletop and video games, Sandra has worked with major companies including EA, Microsoft Game Studios, WizKids, and Valve. Her core passions lie in building and leading creative teams, as well as offering creative and business consulting for trading card games.

Her most recent endeavor is Disney's *Lorcana*, where she partnered with Ravensburger's Creative Director to help guide the game's development from its earliest stages. A Disneyland fanatic for over 50 years, Sandra continues to art direct for *Lorcana*, bringing her lifelong love of Disney into the world of trading card games.



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