





Sarah Greifer

TECHNICAL ARTIST

CONTACT

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EDUCATION

Savannah College of Art and Design
Bachelor of Fine Arts - Visual Effects
2023 - 2026

Georgia State University
Associate of Science - Biology
2014 - 2017

SKILLS

Software:

- Autodesk Maya
- Houdini
- Substance 3D Painter
- Adobe After Effects
- Adobe Photoshop
- Marvelous Designer
- Unreal Engine
- ZBrush
- Nuke
- Microsoft 360 Suite

OS:

- MacOS
- Windows

Technical Skills:

- Technical Animation
- 3D Rigging
- 3D Modeling & Texturing
- 3D Lighting
- Scripting
- Cloth Simulation
- Digital Painting
- Coding languages:
 - Python
 - OSL

Soft Skills:

- Training & Learning Development
- Workflow Planning
- Collaboration

FILM EXPERIENCE

3D Rigger and Prop Modeler 10/2024 - Present

Rumba

- Collaborated with other riggers to work on rigging main character
- Modeled cloth assets utilizing Marvelous Designer and nCloth

3D Modeler and Texture Artist 03/2024 - Present

Fairy Play

- Assisted with modeling props using Maya and zBrush
- Textured models using Substance Painter and Photoshop

Production Manager and Render Artist 03/2024 - 06/2024

Dahlia

- In charge of maintaining production schedule, scheduling meetings, and coordinating with director on artist deadlines

3D Modeler 03/2024 - 06/2024

Goodbye, My Love!

- Modeled majority of furniture in living room scene

WORK EXPERIENCE

Visual Effects Peer Mentor 09/2024 - Present

Savannah College of Art & Design

- Tutoring and guiding fellow SCAD students through their courses
- Utilizing skills learned in previous courses to help students with projects and questions
- Specializing in Visual Effects and Technical Animation courses

Tutor 09/2016 - 09-2023

Freelance

- Tutored students from K-12 in Math, Science, and English and college students in Math, Science, and Literature
- Developed collaborative relationships with students to help find areas of improvement

TA Coordinator 03/2022 - 12/2022

Walt Disney Company (Contract)

- Foster a meaningful partnership with a team of 5 recruiters to schedule and onboard new members for the HR sector of Disney.
- Owned the process of onboarding new candidates by providing guidance, managing the use of HRIS (Workday), and performing background checks,
- Analyze and troubleshoot HRIS system issues in order to streamline and resolve onboarding tasks.

Recruiting Coordinator 06/2021 - 02/2022

Google (Contract)

- Liaise directly with 5 recruiters and hiring managers to ensure consistent delivery of best practices.
- Offer experienced counsel on improvements to interview support chats – ensuring effective resolution of recruitment issues.