

Sarah Lauinger

3D Artist

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I am a storyteller by nature, eager to bring characters to life in worlds where the sky is the limit!

Project Experience

"In Search of Sunshine" – MFA Thesis Film **2018**

- Modeled and surfaced a human and quadruped character
- Modeled and surfaced environment assets and props
- Set dressed and lit environments based off thumbnail compositions and lighting goals

"Nightlights" – Director and Artist **2017**

- Painted textures for characters and props
- Responsible for initial story concept and animatic
- Worked with the producer for scheduling and task distribution for the team

Skills

3D Modeling – Surfacing: Painting and Procedural – UV Mapping

Character Design – Digital Painting – Shot Composition

Software

Autodesk Maya – Substance Painter – Arnold Render Engine – Headus UV Layout – ZBrush – C4D

Adobe Suite: Photoshop, After Effects, Premier, Illustrator

Education

Savannah College of Art & Design **Fall 2015 – Summer 2018**

Master of Fine Art in Animation
Focus in Texturing and Modeling

Northern Michigan University **Fall 2011 – Spring 2015**

Bachelor of Science in Art & Design
School of Art & Design: Computer Art

General Experience

Pure Flix **September 2021 – Current**

- ZOHO Administrator
- Immaculate attention to detail and organization
- Read contracts and update records in real time for consistency and proper naming

Michaels **2020 – 2021**

- Cashier: ability to multitask in an ever-changing environment
- Innovate creative solutions; adaptive problem solving

Cupcakes and Kisses **2019 – 2020**

Baker and Cake Decorator - follow set frosting designs and create new ones

Savannah College of Art & Design

Teaching Assistant – Lighting & Rendering
Graduate Mentor

2017
2016 – 2018