

SKILLS

Modeling
Texturing
Rigging
Animation
Retopology
PBR Shader Creation
Polycount optimization
Team Leadership
Graphic Design
Traditional Art
Concept Art
Rendering
Anatomy

SOFTWARE PROFICIENCY

Maya
Zbrush
Blender
Substance Painter
Substance Designer
Marvelous Designer
Adobe Suite
Marmoset
Unreal
Unity
Mari

EDUCATION

**DigiPen Institute of
Technology**
Bachelors in Digital
Art and Animation
2014-2018

SARA JEAN SUMMERS

3D ARTIST

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(206) 992-9921
SEATTLE, WA

A passionate 3D artist with five years of experience who is constantly searching to learn more about the discipline and its many aspects. With experience developing assets for AR/VR, video games and cinematics, I strive to provide high quality work that meets the needs of the customer.

ADMINISTRATIVE ASSISTANT

June 2020 - Present

CARSTAR HAMMER AUTO REBUILD

- Assess damage and repair plans for autobody technicians
- Re-structured accounts receivable to create more efficient cashflow
- Mediated repairs between customers and insurance companies

3D VISUAL DESIGNER

April 2019 - June 2019

POP - UNDISCLOSED AR PROJECT

- Created models and textures for use in the Microsoft HoloLens
- Developed shaders compatible with the Unity Engine
- Used vertex painting to prepare models for procedural animation

3D ARTIST

July 2019 - September 2019

RILL SOFTWARE - "APART MEANT" - VIDEO GAME

- Constructed a main character comprised of modular pieces
-Model, textures, rig, shaders, and animation
- Generated custom PBR shaders
- Consulted on story and visual design

ART DIRECTOR / 3D ARTIST

September 2017 - May 2018

TEAM LOADING - "AAPO AND SOONA" - VIDEO GAME

- Modeled game-ready characters and environment pieces
- Lead art team to a cohesive style and work flow
- Animated full sets of cyclical and root-motion animation
- Directed cinematic sequences with custom animation

GRAPHIC DESIGNER

2014 - Present (Annually)

"BEARDS AND BREWS FESTIVAL" - CHARITY EVENT

- Illustrated and sculpted promotional materials
- Designed T-shirts with vector graphics

COMMISSIONS

2017 - Present

Freelance commission work including 3D models, rigging, animation, shader authoring, graphic design, and rendering

VOLUNTEER SERVICE

- Emerald City Pet Recuse
- Completed scheduled cleaning and care for animals.
- Taught other volunteers standard protocol for animal care
July 2019 - Present
- Treehouse For Kids
- Organized stock rooms and merchandise displays
- Assisted staff in collecting and sorting donations
September 2013 - June 2014