



SARAH GREIFER

TECHNICAL ARTIST

✉ sarahgreifer@gmail.com
🌐 sarahgreifer.com
🌐 github.com/sarahgreifer
🌐 linkedin.com/in/sarahgreifer

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

Technical Skills:

- Tool & Pipeline Development
- Scripting
- Languages: Python, MEL
- Character Rigging (Body, Face, Cloth, Hair)
- Procedural & Dynamic Systems
- Modelling & Texturing
- Debugging
- Shaders & Materials

Software:

- OS: Windows, Mac, Linux
- Autodesk Maya
- Unreal Engine 5
- Houdini
- Blender
- Substance 3D Painter
- Adobe Photoshop
- ZBrush

ADDL. WORK

Short Films:

- Pursuit of Happiness - 3D Rigger, 03/2025-06/2025
- Rumba - 3D Rigger and Prop Modeler, 10/2024-06/2025
- Fairy Play - 3D Modeler, 03/2024 - 01/2025
- Dahlia - Production Manager and Render Artist, 03/2024-06/2024

Game Jams:

- Mini Jam 198: Speed - Technical and Asset Artist, 2025

Volunteer:

- SIGGRAPH - Student Volunteer, Summer 2025-2026

Work:

- Google - Recruiting Coordinator, 06/2021-02/2022

WORK EXPERIENCE

Technical Artist and Rigging Intern

08/2026 - Present

T'sarE Media

- Develop custom character rigs and animation systems in Maya for a stylized 3D game, preparing and validating assets for implementation in Unreal Engine 5.
- Rigger and animated a production character featuring custom deformation systems, blendshapes, procedural wing controls, and squash-and-stretch, and successfully integrated the skeletal mesh and animations into Unreal Engine.
- Support the cross-DCC asset pipeline through technical validation, debugging, version control, and export/import workflows, ensuring assets meet project naming, organization, and engine requirements.
- Review and troubleshoot rigs, meshes, shaders, and materials before handoff to programming, identifying technical issues that could disrupt downstream production.

Freelance Technical Artist and Rigger

05/2026 - Present

Self-Employed

- Develop Python tools and rigging systems for animation and game workflows.
- Create reusable character rigs and pipeline solutions focused on artist usability.
- Design workflow automation tools, including a modular control-building system for Autodesk Maya.
- Provide technical guidance and support for rigging and production workflows.

Visual Effects Peer Mentor

09/2024 - 06/2026

Savannah College of Art & Design

- Mentored students in Python scripting, Maya, Unreal Engine, and Adobe products.
- Provided technical troubleshooting and pipeline support for projects across disciplines.

Instructor

06/2025 - 09/2025

iD Tech Camp

- Instructed students in animation and programming fundamentals using Python.
- Guided students through creating and completing independent technical projects.

TA Coordinator

03/2022 - 12/2022

Walt Disney Company (Contract)

- Fostered a meaningful partnership with a team of 5 recruiters to schedule and onboard new members for the HR sector of Disney while managing HRIS (Workday).
- Analyzed and troubleshoot HRIS system issues to streamline and resolve onboarding tasks.

PROJECT AND FILM EXPERIENCE

Technical Artist - Rigging, Lighting, Rendering

08/2025 - 06/2026

Laika Howl - Hybrid 2D/3D Short Film

- Developed and maintained facial, body, and prop rigs in Maya, utilizing a custom Python-based Control Builder tool to accelerate rig creation and enforce consistent rigging standards.
- Distributed rigging tools and workflows to fellow riggers, improving team efficiency and maintaining consistency throughout production.
- Served as a primary technical problem solver for the production, diagnosing and resolving issues across rigging, animation, simulation, rendering, and pipeline workflows.

Technical Artist - Rigging, Shaders

08/2025 - 06/2026

Outertide - 3D Game

- Developed complex creature rigging systems combining procedural controls, dynamic simulations, and animator-friendly workflows.
- Automated part of tentacle rig construction through Python tooling, reducing repetitive tasks.
- Created a procedural Unreal Engine shader system that dynamically adapted based on lighting conditions and creating a cohesive visual style across the game.

3D Rigger

03/2025 - 06/2025

F - 3D Short Film

- Served as lead rigger, delivering a full body, facial, and hair rig for the main character in Maya.
- Collaborated closely with animators to iterate on rig usability and polish final animation.