



# SARAH GREIFER

## TECHICAL ARTIST

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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

### TOOLS

**Build Controllers Tool (Python, Maya)** - Procedural controller creation, hierarchy setup, mirroring, and customization for rigging.

**Rig Validation Tool (In Progress)** - Rule-based checks for naming, hierarchy, and common issues.

### SKILLS

Technical Skills:

- Tool & Pipeline Development
- Scripting
- Character Rigging (Body, Face, Cloth, Hair)
- Procedural & Dynamic Systems
- Unreal Engine Asset Integration
- Modelling & Texturing
- Languages: Python, MEL, OSL

Software:

- Autodesk Maya
- Unreal Engine
- Houdini
- Blender
- Substance 3D Painter
- Adobe Photoshop
- Marvelous Designer
- ZBrush

### ADDL. WORK

Short Films:

- 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

### PROJECT AND FILM EXPERIENCE

#### 3D Rigger 08/2025 - Present

Laika Howl - Hybrid 2D/3D Short Film

- Rigging two primary characters in Maya, including a full body and two facial rig systems.
- Built production-ready body rig featuring stretchy limbs, bendy controls, and FK/IK spine, arms, and legs.
- Implemented cloth and hair rigs optimized for animation performance.

#### 3D Rigger and Technical Artist 08/2025 - Present

Outertide - 3D Game

- Developing a creature rig in Maya featuring dynamic and procedural control systems.
- Creating and iterating on a customizable toon shader in Unreal Engine as part of a real-time technical art workflow.

#### 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.

#### 3D Rigger 03/2025 - 06/2025

Pursuit of Happiness - 3D Short Film

- Rigged character components including body, eyes, glasses, and accessories in Maya.
- Worked with director and animation team to adapt rigs to an experimental visual style.

#### Project Manager 03/2025 - 06/2025

SCADpro Internship Collaboration with Twilio

- Coordinated cross-disciplinary teams to meet project milestones using structured task planning and reporting.
- Presented project progress and deliverables directly to the client.

#### 3D Rigger and Prop Modeler 10/2024 - 06/2025

Rumba - 3D Short Film

- Collaborated on character and prop rigging in Maya as part of a multi-rigger team.
- Created cloth assets using Marvelous Designer and nCloth.

### WORK EXPERIENCE

#### Visual Effects Peer Mentor 09/2024 - Present

Savannah College of Art & Design

- Mentored students in visual effects and technical animation workflows.
- Provided support in Maya rigging, Python scripting, modeling, lighting, Unreal Engine 5, and Adobe products including Photoshop and After Effects.

#### 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.

#### Recruiting Coordinator 06/2021 - 02/2022

Google (Contract)

- Liaised directly with recruiters and hiring managers to ensure consistency in process.
- Offered counsel on improvements to interview support chats.