



SARAH GREIFER

TECHICAL ARTIST

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EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts - Visual Effects

2023 - 2026

Concentration in scripting and tool development, character rigging, cloth simulation, and modeling.

Georgia State University

Associate of Science - Biology

2014 – 2017

SKILLS

Software:

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

OS:

- MacOS
- Windows
- Linux

Technical Skills:

- Tool development
- Scripting
- 3D Rigging
- Coding languages:
 - Python
 - MEL
 - OSL
- 3D Modeling & Texturing
- Cloth Simulation
- 3D Lighting
- Digital Painting
- Photogrammetry

ADDL. WORK

ShrFilms:

- Fairy Play - 3D Modeler and Texture Artist, 03/2024 - 01/2025
- Dahlia - Production Manager and Render Artist, 03/2024 - 06/2024

Volunteer:

- SIGGRAPH - Student Volunteer, Summer 2025

PROJECT AND FILM EXPERIENCE

3D Rigger

08/2025 - Present

Laika Howl - Hybrid 2D/3D Short Film

- Responsible for rigging one of the main characters, including a complex body rig featuring stretchy limbs, bendy controls, and FK/IK spine, arms, legs.
- Work also includes full facial rig, cloth, and hair using Maya.

3D Rigger and Technical Artist

08/2025 - Present

Outertide - 3D Game

- Developing a creature rig including dynamic and procedural tentacle controls in Maya.
- Creating a customizable toon shader in Unreal Engine to overlay on characters for 2D effects.

3D Rigger

03/2025 - 06/2025

F - 3D Short Film

- Lead rigger on project, focused on rigging main character body, face, and hair.
- Collaborated with animators to polish final animation and facial rig in Maya.

3D Rigger

03/2025 - 06/2025

Pursuit of Happiness - 3D Short Film

- Responsible for rigging main character's body, eyes, glasses, and tie in Maya.
- Worked with director and animators to identify rig needs based on experimental style.

Project Manager

03/2025 - 06/2025

SCADpro Internship Collaboration with Twilio

- Collaborated with various teams to ensure UX design project expectations were met, including development of schedule and task relation through project management software.
- Created and presented our project progress to the client concisely.

3D Rigger and Prop Modeler

10/2024 - 06/2025

Rumba - 3D Short Film

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

WORK EXPERIENCE

Visual Effects Peer Mentor

09/2024 - Present

Savannah College of Art & Design

- Utilize skills learned in previous courses to help students with projects and questions.
- Specializing in Visual Effects and Technical Animation courses and tools, including rigging, modeling, and lighting in Maya, scripting with Python, and using Adobe product.

Instructor

06/2025 - 09/2025

iD Tech Camp

- Instructed courses in various computer science topics including animation and programming through Python.
- Responsible for leading classes of 9 - 12 kids ages 10 - 17.
- Helped students create their own projects to take home at the end week.

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 experienced counsel on improvements to interview support chats – ensuring effective resolution of recruitment issues.