Sarah Greifer
TECHNICAL ARTIST

☎ 770-880-2188
✉ sarahgreifer@gmail.com
🌐 sarahgreifer.com
🌐 linkedin.com/in/sarahgreifer

ABOUT ME

I'm a Technical Artist who thrives at the intersection of creativity and technology. I enjoy building tools in Python to support 3D artists and solving production challenges. Driven by curiosity and a love of learning, I'm always looking for better ways to streamline workflows, empower artists, and support the storytelling process.

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
Concentration in ecology and animal sciences.

SKILLS

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

OS:
- MacOS
- Windows

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

WORK EXPERIENCE

Instructor   06/2025 - Present
iD Tech Camp
- Instructing courses in various computer science topics including animation and programming through Python.
- Responsible for leading classes of 9 - 12 kids ages 10 - 17.
- Help students create their own projects to take home at the end week.

Visual Effects Peer Mentor   09/2024 - Present
Savannah College of Art & Design
- Tutoring and guiding fellow SCAD students through their courses
- Utilizing skills learned in previous courses to help students with projects and questions
- Specializing in Visual Effects and Technical Animation courses

3D Rigger   03/2025 - 06/2025
F - Student Film
- Lead rigger on project, focused on rigging main character body, face, and hair.
- Collaborated with animators to polish final animation and facial rig

3D Rigger   03/2025 - 06/2025
Pursuit of Happiness - Student Film
- Responsible for rigging main character's body, eyes, glasses, and tie.
- Worked with director and animators to identify rig needs based on experimental style

Project Manager   03/2025 - 06/2025
SCADpro - Internship with Twilio
- Collaborated with various teams to ensure UX design project expectations were met.
- Lead team meetings to identify deliverables for each team member.
- Create and present our project progress to the client concisely.

3D Rigger and Prop Modeler   10/2024 - 06/2025
Rumba - Student Film
- Collaborated with other riggers to work on rigging main character
- Modeled cloth assets utilizing Marvelous Designer and nCloth

3D Modeler and Texture Artist   03/2024 - 01/2025
Fairy Play - Student Film
- Assisted with modeling props using Maya and zBrush
- Textured models using Substance Painter and Photoshop

TA Coordinator   03/2022 - 12/2022
Walt Disney Company (Contract)
- Foster 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).
- Analyze and troubleshoot HRIS system issues in order to streamline and resolve onboarding tasks.

Recruiting Coordinator   06/2021 - 02/2022
Google (Contract)
- Liaise directly with recruiters and hiring managers to ensure consistency in process.
- Offer experienced counsel on improvements to interview support chats – ensuring effective resolution of recruitment issues.