Sarah Dream Weaver

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Experience

Animator, Microsoft   June 2022 – October 2024

- Create hand keyed animation for Avatars in Teams.
- Edit existing animations and motion capture data to better fit product tone.
- Implement animation for Avatars and animated elements in immersive VR environments in Unity.
- Prototype features and product improvements for optimized user interactivity.

Junior Artist, Intellivision   September 2020 – March 2022

- Animate emotive character performances to be used in Unity.
- Rig character models for animation in Maya.
- Apply feedback from the art director to create quality art assets for use in games and marketing.

Freelance Artist, Quicksilver Software   March 2022 – June 2022

- Coordinate with programmers and client to create a clean and functional UI for an in-development game.
- Conceptualize and execute art assets to deliver to the programming team.
- Collaborate with programmers to build temporary assets for experimentation.

Quality Assurance Tester and Assistant Coordinator, Square Enix   March 2018 – August 2020

- Inspected content to ensure quality and consistency in both story and gameplay of a project.
- Collected and edited bug reports to be sent to the localization and development teams.
- Organized schedules and meetings to distribute work and relay information.

Animation Academy Sketch Artist, Disneyland Resort   August 2015 – August 2017

- Taught groups of approximately two hundred people at a time to draw classic Disney characters.
- Maintained a positive show environment by meeting the needs of individual guests.
- Communicated with fellow artists to follow a strict schedule and optimize quality of performance.

Education

Bachelor of Fine Arts, Animation   Fall 2017
California State University, Fullerton

Projects

Finishing Touches (3D short film)   May 2014 – December 2016
Assistant Director, Producer, and Lead Animator

- Supervised a team of artists and animators in completing shots for the film.
- Organized meetings both in and out of class time to assign tasks and check in on individual progress.

Skills

- Software Skills: Maya, Cinema 4D, Photoshop, Illustrator, After Effects, Premiere, TV Paint, Storyboard Pro, Clip Studio Paint, Zbrush, Unity, VR Implementation
- Workplace Skills: Organization, Time Management, Flexibility, Leadership, Attention to Detail, and Cooperation

Awards and Honors

- Short film, Finishing Touches, awarded Best Animated Short Film 2018 at New Filmmakers LA Best of 2018 Awards.
- Recipient of the 2016-2017 Art Alliance John and Flora Olsen Scholarship.