Sarah Roland

3D Generalist | Mobile, VR   604 786 2666   sarah.b.roland@gmail.com

Software Experience

Adobe

Photoshop (14 yrs) | After Effects (3 yrs) | Premiere (3yrs)

3D Software

Maya (8 yrs)

Game Engines

Unity (3 years)

Versioning Software

Git (2 years) | SVN (5 years)

Work Experience

3D Generalist | Archiact Interactive   **2014 - present**

- Launched 5 Virtual Reality titles on Vive Focus / Vive / PSVR / GearVR / Google Daydream
- Created 30+ 3D assets with or without concepts, including texturing and occasionally rigging and animation.
- Optimized assets to suit the mobile VR environment (reduced tri count by 60% - 70% / compiled texture atlases
- Lit every scene (5) in Hidden Fortune with Unity's baking system
- Authors efficient VFX using Shuriken and have written several shaders in HLSL
- Shot footage in VR for Waddle Home and created gameplay trailers.
- Assisted in submitting games to Sony, especially art assets for the Playstation Store.
- Promotes the company during events and online in social media and written blog posts.

Art Generalist | Skunkwerks Kinetic   **2012 - 2014**

- Tested and assisted in the UX design of a proprietary level design tool
- Completed all aspects of 10+ character models, including rigging and animation.
- Worked closely with Software Engineers to create a pipeline for rendering 3D assets into a custom 2D engine, making use of texture packing software and Maya batch render
- Key art for marketing; including YouTube banners, and printed materials.

Game Jams

Orcajam 4 • Painted characters, expressions, and backgrounds for an angler fish dating sim called "Hook Up!" made in Ren.py

Global Game Jam 2015 • created art for and helped design a 2D local multiplayer physics based soccer game we named "Crab Soccer."

Global Game Jam 2017 • authored 2D art assets for a local multiplayer Android game where players collaboratively prepare ingredients for an "Invisible Soup."

Academic Experience

Diploma 3D modeling for Animation and Games | Art Institute of Vancouver   2010-2012

Dean's List

Lead Artist | Catacomb

- Led of team of 13 artists (modelers and animators) to create art for a dungeon crawler in the Unity 3D engine.
- Supported and mentored artists to keep the art style consistant and high quality.