

Sarah E. Greve

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Portfolio– SarahGreve.Weebly.com

Objective

To utilize my attention to detail, intelligence and time effective asset creation skills to help create accurate and detailed 3D environments from 2D concepts.

Skills

- Artistic - painting, drawing, 2D digital, 3D modeling, texturing, lighting
- Technical – 3ds Max, Maya, xNormal, Crazybump, ZBrush, Unity, UDK, Photoshop, Flash
- Languages – Kismet, Action script 3, some C++, HTML, Construct 2
- Academic - Calculus for Bioscience Students, Statistics, Discrete Math

Experience

- Lead Environment Artist for “Starsnott”

Gamewizards, Santa Monica [January 2013] – [March 2013]

I created assets for level environments and accompanying textures and UVs. I also assisted in character modeling, texturing and artistic direction.

- Art Director for “Mystic Rumble”

Vivandy Games, Santa Monica [September 2012] – [December 2012]

I approved concept designs and asset creation, managed the environment, character, and effects teams and their interactions with one another. I also made models, textures and worked closely with the level designer to secure the artistic concept. I ensured consistent organization and time management.

- 3D Modeler for WE3’s “Identity”

WE3, Santa Monica [2012]

I created a low and high poly model of one of the rock entities from the independent film under production by WE3 called “Identity.”

- 3D Modeler and Environment Artist For “Manifest”

Game Wizards, Santa Monica [April 2012] – [September 2012]

This included the creation of environmental concept art, low poly model and textures for level block outs.

- Lab Technician

University of California Davis, Davis [June 2008] – [May 2010]

I assisted with laboratory analyses, lab work geochemical preparation of sediment, charcoal analysis and sample collection. I did data collection, entry and manipulation with spreadsheets and graphs to better understand watersheds and estuaries

Awards

- President's Award for Educational Excellence, President's Education Awards Program (for receiving a 4.0 GPA or higher for all four years of High School.)
- IB middle years (MYP) program certificate
- International Baccalaureate Diploma
- "Outstanding efforts in Technology" award at Winston Churchill Middle School
- Principal honors (7+ years), Citizenship honors (5+years)
- Best in "Category" and "Show" in the student division of the Sacramento Arts Festival 2007
- "Best of Quarter" in Fundamentals of Design for fall 2010 at AI Los Angeles
- "Best of Quarter" in Conceptual Storytelling for winter 2011 at AI Los Angeles
- "Best of Quarter" in Image Manipulation (Photoshop) for winter 2011 at AI Los Angeles
- "Best of Quarter" in Principles of Modeling for spring 2011 at AI Los Angeles
- "Best of Quarter" in 2D Animation Principles for spring 2011 at AI Los Angeles
- "Best of Quarter" in Portfolio for summer 2011 at AI Los Angeles
- "Best of Quarter" in Background Design and Layout for summer 2011 at AI Los Angeles
- Semi Finalist in the S.O.E Gamer in Real Life Scholarship Competition

Accomplishments

- Worked two years in the Mira Loma Arcade Creek Project, a Senior Leader of the botany study.
- Showed in the student division of the Annual Sacramento Arts Festival (won best in show)
- Obtained the highest possible score on the IB higher level art test
- Displayed a twelve piece art show at the La Sierra Rec Center as part of the Mira Loma IB Art Show (2008)
 - Included discussion with an examiner about the themes, elements, stylistic qualities and research elements included in each displayed piece.

Interests

Sci-fi, Godzilla films, classic kungfu films, videogames (especially on classic consoles), practicing Japanese sword fighting, physical media arts, Dwarf Fortress (ASCII Game)

Education

Mira Loma High School (2008), 4000 Edison Ave, Sacramento CA 95821, 4.4 GPA)

UC Davis sophomore status (2010), One Shields Avenue, Davis CA 95616

Arts Institute of Sacramento and Los Angeles California

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