

SARAH BERGS

Texas

OBJECTIVE

I would like to bring my skills and new ideas to a company that would allow me to further grow and develop in an ever-changing industry.

EDUCATION

Bachelor of Arts in School of Arts, Technology, and Emerging Communication *UT Dallas* May 2020

- Graduated Cum Laude, Dean's List in Fall 2018
- Related Coursework: Project Management for Games and Animation, Game Design Fundamentals, Modeling & Texturing I and II, Lighting & Composition I, Rigging I, Game Design I and II, Computer Animation I, Computer Imaging, Design I and II

SKILLS & ABILITIES

Software

- Adobe Photoshop (version 7 to current) for painting textures, graphic design
- Clip Studio for animation, storyboarding, and illustration
- Sculpttris for organic modeling and exporting into Maya or 3D Printing
- Autodesk Maya for modeling, lighting, rigging, and animation
- Programming for AR projects: Unity combined with Vuforia or AR Foundation for tracking
- Gamemaker for designing gameplay, sprites, animations, and programming
- Substance Painter for designing high resolution, realistic textures
- Wacom tablet leveraged for drawing and graphics work
- Microsoft Office Suite

Projects

- For Capstone Project: designed 2d tabletop cards coupled with Augmented Reality to display a 3d model of the card item above the card utilizing Android and Windows 10
- Worked within a six person team to create an animated advertisement, utilizing Clip Studio and Adobe Photoshop to create an animated storyboard along with character designs
- Led a team of four by designating tasks and project direction creating an animation short utilizing Maya for Lighting & Composition course
- Worked with multiple teams to design boardgames from concept to physical prototype, along with rulesets and mechanics on a bi-weekly basis
- Created prototype video game utilizing Gamemaker, including programming, assets and gameplay mechanics on a weekly basis
- Leveraged learnings from rigging, lighting and composition courses to go beyond expectations for advanced modeling course final project

INTERESTS

- Actively manage two separate campaigns in Dungeons and Dragons, using Discord and Roll20
- Assists as a server admin for a D&D Discord server of over 200 users – create, manage, update, etc.
- Following where AR continues to go, e.g. attended MS Mixed Reality Dev Days to see how AR can be utilized for games or other industries
- Improving skills when it comes to modeling and texturing
- Honing and refining skills with regards to rigging and lighting for modeling