Sarah A. Miller

3D Modeler & Look Dev Artist

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Software

- Maya
- Blender
- Unreal Engine
- ZBrush
- Substance Painter
- Substance Designer
- Arnold Renderer
- Houdini
- Marmoset Toolbag
- UV Layout
- Photoshop

Hard Skills

- Digital Sculpting
- 3D Box Modeling
- PBR Texturing Workflow
- Retopologizing
- UV Mapping
- Hair/Cloth Simulation
- Python

Soft Skills

- Working on a Team
- Leadership
- Collaboration
- Attention to Detail
- Problem Solving
- Organization
- Effective Communicator

Achievements

- SCAD Hillel Vice President
- SCAD Deans List
- SCAD Academic Honors Scholarship
- SCAD Achievement Honors Scholarship

Education

Savannah College of Art and Design | Sept '20 - Jun '23

BFA in Animation, Minor in Design for 3D Action Figures

Experience

Technical R&D Intern | Jan 2025 - Current

Scout House
- Used gameplay/screen capture tools for VR and Desktop to create assets for game advertisements, educational content, and Scout House Original titles.
- Modeled and Textured 90% of game assets for a VR/Mobile title. Maintaining a low poly count and using high/low baking techniques to create optimized assets.
- Utilized proprietary client game engine for VR/Mobile games.
- Attended live production shoots.
- Collaborated via Slack and the Google Ecosystem

Technical Director | Aug 2022 - Jun 2023

"Three Raccoons in a Trench Coat"
- Set up and taught a 3D pipeline that included Modeling, Retopology, UVing, Texturing, Lighting, and Rendering
- Modeled all Characters and oversaw Environment Modeling
- Created three Substance Painter Materials in Substance Designer for a stylized environment
- Textured all Characters and oversaw environment texturing

3D Texture Artist | Nov 2022 - Jun 2023

"The Last Dungeon"
- Worked in a fast paced studio environment, attended dailies, and participated in stand-ups
- Created Smart Materials for the studio library
- Textured the Main Character to fit the stylized look of the film
- Textured the Main Hero Prop
- Modified Existing Character Sculpts for 3D Printing

Professor's Assistant | Sept 2022 - Jun 2023

SCAD
- Assisted a professor during class time with student's questions and guided them through the course
- Worked with students for their modeling, texturing, and rendering assignments
- Helped students one-on-one with problems outside of class