

# 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

**Game Artist | Jan 2025 - Current**

### Scout House

- Built key assets for game advertisements, educational content, and Scout House original titles utilizing gameplay and screen capture tools for VR and Desktop.
- Created modeling and texture work for 90% of the game assets used for VR/mobile title. Maintained low poly count and utilized high/low baking techniques to create optimized assets.
- Utilized proprietary client game engine for VR/mobile games.
- Participated in live production shoots in addition to required duties.

**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 Sculpt 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