

Sara Jane Kramer

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Technical Knowledge:

Maya, Mental Ray, Renderman, Slim, Body Paint, Houdini, 3DS Max, Lightwave, Photoshop, Illustrator, Shake, Nuke

Employment:

- 11/08-05/09 Lead Texture & Shading Artist / Lighter Santa Buddies Keystone Entertainment*
- * Developed the surface materials, textures and UVs for all characters, props and environments.
 - * Research and development on snow and ice shaders.
 - * Lit cg assets to match live action plates.
- 03/08-10/08 Lead Texture & Shading Artist Escape From Planet Earth Rainmaker Entertainment*
- * Developed the surface materials, textures and UVs for props and environments.
 - * Worked in conjunction with art director, modeling and lighting teams to implement textural design and troubleshoot shaders.
- 02/07-12/07 Lead Texture & Shading Artist Space Chimps Vanguard Animation*
- * Developed the surface materials, textures and UVs for props and environments.
 - * Evaluated workload and distributed it to texture painters and junior artists.
 - * Mentored and trained junior artists.
 - * Worked in conjunction with art director, modeling and lighting teams to implement textural design and troubleshoot shaders.
- 04/06-06/06 3D IMAX Artist/Junior Lighting TD The Ant Bully DNA Productions*
- * Designed inter-ocular distance for IMAX shots.
 - * Troubleshot problems with Lighting shots before beginning IMAX process.
 - * Some light compositing using Nuke to add depth to shots and fix errors in layers.
- 12/04-04/06 Texture & Shading Artist The Ant Bully DNA Productions*
- * Developed the surface materials, textures and UVs for characters, props and environments.
 - * Worked with lighting team to optimize usability of shaders.
 - * Look development and creation of generic ant environment shaders and textures.
- 6/03-12/04 3D Texture Artist Jimmy Neutron DNA Productions*
- * Textured character, prop and environment assets for the Jimmy Neutron television show.
 - * Used creative graphic design skills to create store fronts, product labels, etc.
- 4/03-6/03 Intern Jimmy Neutron DNA Productions*
- * Internship in texture department.
 - * Created textures for assets of the Jimmy Neutron television show.

Education: *The Art Institute of Dallas*
Animation Arts and Design, A.A., September 2003

The Art Institute of Fort Lauderdale
Media Arts and Animation (transferred to AID) August 2000 – March 2002

Affiliations: ACM Siggraph 2003-2008
A.S.I.F.A 2003-2008