

Sara Jane Kramer

1-1585 W 14th Ave

Vancouver, BC V6J 2J1

604.889.4264

sjk@sarajanekramer.com

www.sarajanekramer.com

Technical Knowledge:

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

Employment:

05/10-10/10 Lead Texture & Shading Artist / Lighter Treasure Buddies Keystone Entertainment

* Currently in pre-production

08/09-06/10 Lead Texture & Shading Artist / Lighter The Search for Santa Paws Keystone Entertainment

* Developed the surface materials, textures and UVs for all characters, props and environments.

* Lit cg assets to match live action plates.

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.

* Troubleshoot 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 2003-2010
A.S.I.F.A 2003-2010

References: Available upon request.