

# Sarah DeBaar

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[sdebaar@gmail.com](mailto:sdebaar@gmail.com)

Online Portfolio: [www.sarahsdreamscape.com](http://www.sarahsdreamscape.com)

## Skills

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- Experience with hand-keying and editing motion capture data for animation
- Experience creating basic biped as complex creature rigs
- Passion for visual storytelling and problem solving

## Experience

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### Full Sail Univeristy 2010 - Present

- Studio Artist
  - Helping the students with the practical application of 3D skills in a lab environment

### EPL Interactive 2010

- Freelance Animator
  - Military simulation project

### n-Space 2008-2009

- Junior Animator
  - Hannah Montana: The Movie – Wii, 360, PS3
  - Call of Duty: Modern Warfare: Mobilized - DS
  - Toy Story 3 - DS
  - 1 Unannounced Title - DS

### Florida Interactive Entertainment Academy (UCF) 2007-2008

- Animation Lead - BizarreCraft
  - Rigging: 8 different characters
  - Animation: 8 different characters
  - Running motion capture sessions
- 2D/3D Artist
  - Designing and creating assets for rapid prototype games (Five two week production cycles)
    - Character models, rigs, and animations
    - Props

### Mission to the World Summer 2006

- Teaching English Internship - Japan

## Education

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Florida Interactive Entertainment Academy (UCF) Orlando, FL

- Masters of Science in Interactive Entertainment

Florida State University (FSU) Tallahassee, FL

- Bachelors of Art in Studio Art
- Graphic Design and Animation Focus

## Software Skills

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**3D:** Maya, 3D Studio Max, MotionBuilder, ViconIQ

**2D/Editing:** Photoshop, Illustrator, Dreamweaver,

**Other:** MS Office, Perforce, HTML, CSS

## References

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Available upon Request