

Sarah Engle

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OBJECTIVE

To create unique, unforgettable characters and worlds with the use of Photoshop and Maya. To bring ideas to fruition.

EDUCATION

University of Florida, Gainesville, FL
BA in Digital Arts and Sciences

August 2014-Present

- Anticipated Date of Graduation: May 2017

Related Classes:

DIG3305C	3D Animation Techniques	January 2016-Current
DIG4154	Advanced Writing for Interactive Media	August 2015-December 2015
DIG3313C	2D Animation Techniques	August 2014-December 2014
DIG3525	Design and Production Studio 1	August 2014-December 2014

Florida Keys Community College, Key West, FL
Associates of Arts Degree

August 2012-May 2014

- 3.4 GPA

WORK EXPERIENCE

Music Teacher for Frederick Children's Chorus, Frederick, MD

September 2010-December 2011

- Designed lesson plans with other staff members, resulting in easier organization for teachers
- Taught key concepts of music theory to students ages 7 to 13 resulting in students gaining a better understanding of music

ACADEMIC PROJECTS

Art Asset Director for Dragonfly Sensei Video Game, Gainesville, FL

March 2015-April 2015

- Designed key art assets for the game such as the Main Character, enemies, and environments
- Collaborated with the Game Director to create a believable world and level environment for players to test their knowledge.

SKILLS

Computer Skills: Adobe Photoshop, Autodesk Maya, Adobe Audition, Adobe After Effects, Microsoft Word.

Personal Skills: Problem Solving, Multitasking, Good organization, Able to work well in a team.