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# SARA MEIXNER

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## EDUCATION

Drexel University, Philadelphia, PA

Bachelor of Science in Animation and Visual Effects

Minor in Computer Science

Activities and Societies: ACM SIGGRAPH

GPA: 3.97

General Assembly

Software Engineering Immersive Remote

Anticipated Completion: October 2022

## WORK EXPERIENCE

Apr 2019 - Jun 2022 **Architectural Digital Artist**

**EwingCole - Philadelphia, PA**

- Planned, crafted, and maintained all aspects of virtual reality and mobile applications for Oculus and Android in Unity for practical use of architects
- Modeled, textured, and lit 3D site models based on architectural documentation using 3DS Max and V-Ray
- Collaborated in a team of two to produce photorealistic renderings of interior and exterior spaces for architects

Jun 2017 - Jan 2018 **Freelance Motion Artist**

**UP Design - Montclair, NJ**

- Designed and produced motion graphics and videos for both internal marketing and clients using Photoshop and After Effects
- Collaborated in a team of four to develop branding for customers based on their individual needs

## PROJECT EXPERIENCE

Feb 2021 - Mar 2021 **Motion Graphic Artist - 100 Women in Finance**

- Animated 1-minute sizzle reel and 30-second motion graphic advertisement to be displayed in Times Square, NYC
- Executed animation based on storyboards from client using After Effects

Aug 2019 - Jun 2020 **Rigging and Animation Lead - Caged**

**Drexel University Senior Thesis Film**

- Created two biped and one quadruped rig for 3-minute animated short
- Wrote and edited code for biped auto-rig tool to speed up the rigging process

## RELEVANT SKILLS

**PROGRAMMING LANGUAGES:** Javascript, jQuery, C++, C#, Python, Linux

**SOFTWARE:** Maya, 3DS Max, Unity, Houdini, Adobe Creative Suite, V-Ray, Redshift