

SARAH PUZIO

ANIMATION/GAME DESIGN | WWW.LINKEDIN.COM/IN/SPUZIO/
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EDUCATION

MARYLAND INSTITUTE COLLEGE OF ART (MICA)

- **Bachelor of Fine Arts, Animation**

Concentration in Illustration and Game Design

- Creative Vision Award Recipient
- Presidential Scholarship

SKILLS

ANIMATION

- Environmental Modeling/Texturing
- Proficient in 3D, 2D, and Stopmotion Animation
- Character Rigging/Modeling/Texturing
- Asset Design/Modeling/Texturing

SOFTWARE

- Autodesk Maya
- Unity 3D
- Adobe Creative Cloud Suite
- TV Paint

EXPERIENCE

INSTRUCTOR • RUTGERS UNIVERSITY TECH CAMP, NEW BRUNSWICK, NJ • 2018

Taught students fundamentals of both game and level design. Used various platforms including Roblox, Mario Flash, Super Mario Maker, and Portal 2. Designed and incorporated lesson plans to create interactive and positive educational experience.

LEAD CHARACTER MODELER/ANIMATOR • KEEPERS OF THE WILD, BALTIMORE, MD • 2017-2018

Created low-poly bi-ped and Quadro-ped creatures implemented with custom rigs. Animated idle, running, death, and transition cycles for mobile game using Maya Software.

RESEARCH ASSISTANT • NASA, GREENBELT, MD • 2017

Researched spacecrafts from the 1950s. Used Maya Software to model, and texture Luna and Ranger series spacecrafts for NASA's public domain database.

ANIMATION ASSISTANT/COLORIST • MARYLAND FILM FESTIVAL, BALTIMORE, MD • 2016

Photoshop colorist for a bumper animation by Rowena Yow. Animation assistant and colorist for Jordan Jackson's film "Land of the Wolves".

VOLUNTEER AND LEADERSHIP

TEAM LEADER/STUDENT VOLUNTEER • SIG-GRAPH • 2016-2018

Able to be a direct line answering questions and solving problems for both fellow volunteers and attendees. Displayed efficiency and composure when confronted with a situation.

PANEL SPEAKER • MARYLAND FILM FESTIVAL, BALTIMORE, MD • 2017-18

Nominated to speak and represent MICA for MICA's National Portfolio Day Panel, Internship Panel, and Early Accepted Students Panel. Additionally, represented NASA at Escape Velocity to discuss merging science with art.