

Sarah Old



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Summary

Accomplished senior artist with 7 years of experience in the entertainment industry with the strong ability to manage multiple high-profile projects concurrently. Able to communicate efficiently across all production levels and understands how to manage and budget time on projects. Highly organized, with strong time management skills, and self-motivated. Always able to keep a level head through any storm and provides a calm and helpful presence to any production. Able to quickly adapt to any work environment and take leadership roles head on.

Work Experience

Crafty Apes : May 2021 – March 2023

3D Generalist - Streaming/ Episodic TV/ Primetime/ Film

Presented work to studio heads for creative approval before sending work to the client for final approval.

Demonstrated technical expertise in lighting techniques and artistic principles.

Maintained good time management in order to handle upwards of 4 projects at a time, with overlapping deadlines

Effectively communicated between departments to maintain clear communication to ensure smooth production

CoSA VFX : September 2020 - March 2021

Senior Lighting and Look Dev Artist - Streaming/ Episodic TV/ Primetime

Presented work to Studio partners for creative approval before sending work to client.

Effectively communicated between departments to maintain clear communication to ensure smooth production.

Had to work with a team across various time zones, requiring effective time management and communication skills.

Demonstrated technical expertise in lighting techniques and artistic principles.

Work showcased on five nationally exhibited Emmy-nominated projects.

Maintained good time management to handle upwards of 4 projects at a time, with overlapping deadlines.

Psyop: August 2020 – September 2020

Senior Lighting Artist - Commercial/Advertisement

Built streamlined setups for the creation of new Cricket Wireless characters, each requiring a unique design to enhance the director's vision

Collaborated closely with the other departments to ensure production ran smoothly.

Presented to CG Supervisor and Creative Director for approval of work.

CoSA VFX : January 2020 - June 2020

Lead Lighting and Look Dev Artist - Streaming/ Episodic TV/ Primetime

Developed the look of lighting on hero shots, scenes, and assets, ensuring the creative vision was met on time and within budget.

Designed creative look of hero assets used as focal story points.

Had to adapt to a remote work environment quickly and often took on supervisor responsibilities to ensure production continued.

Effectively communicated between departments to maintain clear communication to ensure smooth production.

Designed shot workflow for the lighting team allowing the incorporation of easy-to-use setups for faster integration.

Oversaw the lighting team creatively and technically, ensuring the artist understood their tasks and provided assistance.

Directed lighters and CG artists ensuring a cohesive look is upheld across shots and episodes.

Forged lines of communication with various departments to aid in smooth production.

Mentored Senior and Junior Artists on studio techniques and workflows, ensuring a smooth transition into the department and shows.

Barnstorm VFX: February 2019 - January 2020

Lead Lighting Artist - Streaming/ Episodic TV/ Primetime

Created show-wide setups to maintain consistency of overall look throughout different episodes.

Fostered a close relationship with the Head of Compositing and Head of CG to bring updated tools and techniques to the studio.

Worked closely with five departments to deliver additional requests to enhance results, exceeding client expectations for delivery

DreamWorks Animation Television: October 2018 - February 2019

Look Development Artist - Streaming/ Episodic TV

Member of a three-man team responsible for streamlining the process for converting existing assets to work with new software.

Developed the look for several assets seen in "Tales of Arcadia: Wizards", bringing to life the vision of the Director and Art Directors.

Effectively communicated and partnered with international vendors to maintain integrity and continuity of assets.

Presented work weekly to Art Directors for creative approval

CoSA VFX : June 2017 - September 2018

Mid CG Generalist - Streaming/ Episodic TV/ Primetime

Introduced efficient workflows to the department increasing efficiency by 25%

Conveyed the status of assets to downstream departments to ensure on-time delivery of work

Developed the overall look of assets from client reference and concept art.

Took on the responsibility of lead artist on the feature film "Night School," where I supervised a team of 5 artists to meet the client's goals.

CoSA VFX : November 2016 – June 2017

Junior CG Generalist - Streaming/ Episodic TV/ Primetime

Had a hand in all aspects of the CG pipeline from start to finish.

Worked alongside senior artists to learn studio and industry practices.

Education

Masters

MBA – Expected 2024

Johns Hopkins University

Bachelors

BFA – Graduated June 2016

Savannah College of Art and

Design

Skills

- Time Management
- Organizational Skills
- Leadership Experience
- Communication
- Adaptability
- Problem Solving
- Past Artist Experience
- Knowledge in:
 - MS Office
 - Google Suite
 - MS Project
 - Canva
 - SPSS
 - Maya
 - Houdini
 - Arnold
 - Redshift
 - VRay
 - Substance Painter
 - Adobe Photoshop
 - Adobe Illustrator
 - Shotgun
 - FTrack

Awards

2017 - Certificate for Emmy Award: Outstanding Visual Effects in a Supporting Role

May 2011 - Girl Scout Gold Award

Personal Info

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