

# SARAH COLLINS

3D Artist, Modeler

## SUMMARY

BFA college graduate with background in 3D modeling. Strong technical proficiency and work history within the arts. In-depth knowledge of ZBrush, Maya, Blender, Substance Painter, Photoshop, Adobe After-Effects, etc. Including other learned programs like Toon Boom. All coupled for 3D modeling and art.

## CONTACT

### PHONE:

(317)504-1835

### WEBSITES:

Portfolio:

<https://www.sarahdcollins3dportfolio.com/>

LinkedIn:

<https://www.linkedin.com/mesaging/thread/2-ZDBiYzRkNTU+NTQ5Zi00OGVILWE0YjctYjE3YzBhMTQ2OGU5XzAxMg==/>

### EMAIL:

[Sdcollins48@gmail.com](mailto:Sdcollins48@gmail.com)

### Location:

Noblesville, IN. 46060

## PROGRAMS

ZBrush

Maya

Mudbox

Blender

Substance Painter

Photoshop

Adobe After-Effects

Adobe Premiere

Toon Boom

Materialize

Unity

## EDUCATION

### Ball State, Degree: BFA

August 2017 – May 2022

Major: Animation Program. Focus and specialty on 3D modeling. Smaller focuses on animation (2D and 3D) and character design/concept. Minor in history.

## WORK EXPERIENCE

### Art:

#### Cooperative Group Film

August 2020–January 2021

Small Film: Cloven and Opus

3D Modeler: Character and Environment

### Other:

#### Michaels, Employee

November 2022–

Part time employee.

#### Goodrich, Employee

January 2016–August 2021

Part time employee.

#### Cicero Veterinary Clinic, Volunteer

2014

Volunteered at clinic.

## SKILLS

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Team Building

Analytical

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Communicating

Reliable and Trustworthy

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Multitasking

Basic Math

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Critical Thinking

Planning

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Active Listening

Conflict and Resolution

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Working Collaboratively

Flexible