

Sarah Bromley

81 Hardinge Road, London, UK NW10 3PN

Cell: +44 7961051831 - E-mail: sarahjo.bromley@gmail.com

www.linkedin.com/in/sarahjoannebromley - www.sarahbromleyart.com

3D Artist with an internationally diverse, versatile, creative and technical skill set, combined with a strong Fine Art foundation.

PROFESSIONAL EXPERIENCE

DNEG, London, UK

July 2017 - June 2018

Build TD/ 3D Artist

Build artist working on VFX films in the construction of assets, including modeling and texturing

- Character artist responsible for clean mesh construction of pipeline-ready body and costume assets for both digital doubles and concept characters
- Specific focus on character clothing creation using Marvelous Designer and Maya to produce clean, sim and animation ready meshes to a high level of detail
- Character costume and environment asset detailed sculpting and texturing
- Scene sculpt and animation corrections for character anatomy on final shots
- Technical fixes on meshes for pipeline issues and assist including UV and topology corrections
- Character body blend shapes for rig integration and muscle movement correction
- **Films:** Justice League, Black Panther

Intermarketing Agency, Leeds, UK

March 2017 - June 2017

3D Generalist

- Product modelling, set dressing, texturing, lighting, rendering and composites for clients including architectural visualization bathrooms, kitchens, tiles, building exteriors, shoes and sports-wear
- Scene layout, construction, animation, and lighting for commercial spots

Armstrong White, Birmingham, MI

June 2014 - November 2016

CGI Artist

3D Generalist for a wide variety of advertisement projects for industries including automotive, architectural visualization, semiconductor and plumbing fixtures; activities include:

- Creative concepting, modelling, texturing, lighting, rendering as well as problem solving
- Set and environment design including model, lighting, set dressing, texture and material creation
- Client interaction
- Creative direction on select projects

General Motors, Warren, MI

June 2013 - August 2013

Visualization Intern

Created short advertisement for one of GM's popular model

- Concept ideation and storyboarding for car advertisement
- Texturing and animation of 2D/3D assets in Maya per refined concept and art direction
- Final project proposal to GM Senior Executive Management (Head of Product Development and future CEO, Head of Design and Car Brand Chiefs)

EDUCATION

BFA in Animation, Minor in Fine Art, College for Creative Studies, Detroit, MI June 2014
Graduated with High Distinction (top 5 of 2014 graduating class), 3.9 GPA

SKILLS

- **Design Software:** Maya, ZBrush, Marvelous Designer, Substance Painter and Designer, Mari, Isotropix Clarisse, Adobe Creative Suite (Photoshop, After Effects), Nuke (basic), Arnold, VRay, Corona, PF Track, HDRI Studio.
- **3D Skills:** 3D modeling, texturing, animation, lighting, look development, material creation, basic compositing, basic rigging
- **Traditional Art:** Sculpting, Painting, Printmaking, Drawing, Book Arts, Foundry/ Metal work.

RECOGNITIONS & AWARDS

- **2016** Quixel Megascans Beta Tester
- **2016** AW *Welcome to Our World* CG animation selected for display on VRay's 2016 Showreel
- **2012** Honorable Mention, *The Print Exhibition*, Ann Arbor Art Center - Ann Arbor, Michigan
- **2011** Honorable Mention/ procured for collection, *Artbound Book Arts Competition*, University of Florida - Gainesville, Florida
- **2011** Six pieces selected for exhibition, *Student Show*, College For Creative Studies - Detroit, Michigan
- **2010-2014** Dean's List, *College For Creative Studies* - Detroit, Michigan
- **2009** Top 10 Student, *University Of Johannesburg* - Johannesburg, South Africa

PUBLICATIONS AND REVIEWS

2017 3D World, Issue 217, *Master Character Texturing*- Substance suite tutorial published
2012 Jacobs, Judith. *Third Wednesday* 4.2 (2012), 4.4 (2012).