

SARA WADE

WWW.SARAWADE.COM
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UNIVERSITY LEVEL INSTRUCTION

CURRICULUM DEVELOPMENT & MEDIA CREATION

CONSULTING & PRODUCTION PROFESSIONAL for ANIMATION, GAMES, INTERACTIVE

EDUCATION

MFA Interactive Design & Game Development
Savannah College of Art and Design
4.0 GPA | Savannah, GA

MS Computer Information Systems
Colorado State University
Fort Collins, Colorado

Bachelor of Architecture (5 Year Professional)
Carnegie Mellon University
Pittsburgh, Pennsylvania

AWARDS & HONORS

SCAD Honors Scholarship
SCAD Educators Scholarship
SCAD eLearning Opportunity Scholarship
Colorado State University Graduate Assistantship
Colorado State University Full Tuition Award
Carnegie Mellon Commendation for Excellence in Design

WORKSHOPS & EXHIBITIONS

Instructor: Creative Code Workshop, 2017, CO
Panelist: How to Succeed as a Female Developer, 2016
All Hands on Deck 2015, Launch, Fort Collins, CO
Shapes of Art 2012, Museum of Art, Fort Collins, CO
Masks at MOCA 2010, FC MOCA, Fort Collins, CO
Masks at MOCA 2008, FC MOCA, Fort Collins, CO
Divine Intervention | Juried Show | 2007 | Denver, CO
Femme Fatale | Juried Show | 2007 | Denver, CO
Human Organics | Juried Show | 2007 | Fort Collins, CO

PROFESSIONAL TRAINING

Mograph Mentor
Classical Animation Workflow & Techniques

LearnSquared
UI & Data Design for Film
Motion Design

Media Bistro Online Learning
Digital Marketing Bootcamp Certification

Animation Mentor
Diploma, Advanced Animal and Creature Animation
Diploma, Advanced Character Animation
Berkeley, California

Jason Ryan Animation
Fundamentals + Series 1 + Series 2 Master Classes
Robb Pratt Story Board Master Classes
Los Angeles, California

TEACHING PORTFOLIO: WWW.SARAWADE.COM/TEACHING.HTML

TEACHING EXPERIENCE

Assistant Professor | Game Art & Design | 2013 – present
Art Institute of Pittsburgh, Online Division
Committees & Service

- 2017: Curriculum Committee, Faculty Events Committee, Institutional Effectiveness Review
- 2016: Alumni Outreach Committee, Institutional Effectiveness Review
- 2015: Preventing Plagiarism Focus Group, Faculty Focus Group, Admissions Committee
- 2014: Faculty Titling Initiative Application Review Panel, Admissions Committee
- 2013: Admissions Committee

IGDA Faculty Advisor, *Managing student chapter of International Game Developers Association*

Subject Matter Expert (Course Development) | 2011 - present

Art Institute of Pittsburgh, Online Division

- GADA243 Programming for Artists
- GADA312 Game Animation
- MAAA 302 – 3D Character Animation
- GAD117 – Life Drawing and Gesture
- GAD215 – Hard Surface & Organic Modeling

Instructor/Contributor | Animation | 2016 - present
School of Motion, Online

Adjunct Faculty | Game Art & Development | 2016 - present
Southern New Hampshire University, College of Online & Continuing Education
Committees & Service

- 2016 - 2017 : Curriculum Advisory Board, Graphic Design & Media Arts

Graduate Teaching Field Study | ITGM 220 Core Principles: Programming | 2015
Savannah College of Art & Design

Adjunct Faculty | Media Arts & Animation | 2008 - 2013
Art Institute of Pittsburgh, Online Division

Maya Springboard Instructor | 2009
Animation Mentor

Alumni Tutor | Body Mechanics Studio | 2006 - 2007
Animation Mentor

Alumni Tutor | Introduction to Acting Studio | 2006 - 2007
Animation Mentor

Alumni Peer Buddy | Volunteer | 2007 - 2009
Animation Mentor

Graduate Teaching Assistant | Advanced Programming Techniques | 2001 - 2002
Colorado State University College of Business

Teaching Assistant | Statics & Mechanics of Materials | 1998
Carnegie Mellon University School of Architecture

Teaching Assistant | Materials & Assembly | 1997
Carnegie Mellon University School of Architecture

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TECHNICAL & CREATIVE SKILLS

Game Development
Unity, Unreal Engine, HTML5

Motion Graphics
2D & 3D Animation, Content Creation

Design
Illustration, 2D/3D Design, Animation Design,
Motion Design, Game Design, Interactive Design

Programming:
C#, Javascript, Processing, HTML5, CSS3,
Python, SQL, Java, C++, Actionscript

SOFTWARE TOOLS

3D Software
Maya , Cinema 4D, MotionBuilder,
Mudbox, ZBrush, 3DS Max

2D Software
Toon Boom Harmony & Storyboard Pro,
Adobe Animate, DigiCel Flipbook, Photoshop,
InDesign, After Effects, Premiere, Illustrator

Audio
Audition

PROFESSIONAL ACTIVITIES

Colorado Creative Industries
Colorado Creates Grant Review Panel, 2017

PROFESSIONAL EXPERIENCE

Mimic Octopus, LLC | Owner, Artist, Animator, Interactive & Game Developer
2007 – present
Designing and illustrating concepts for advertising and marketing campaigns
Creating mobile and web delivered games and multimedia solutions
Creating and animating 2D & 3D content

Wirestone | 3d Artist and Senior Interactive Developer
2002 – 2007
Animating, lighting, texturing, and rendering 3d products and characters
Creating web delivered games and multimedia solutions
Creating motion graphics for CD, DVD, and web
Clients include: Motorola, Apple, Jim Beam, Hewlett Packard, SunCom

Antigravity | Partner
2004 – 2007
Creating 3D modeling, texturing, rendering, and animation
Creating web delivered presentations and multimedia solutions
Performing animation, projection, and video mixing for live entertainment
Clients include: Hewlett Packard, RNG Productions, Overland Storage

Studio Swade | Sole Proprietor
2001 – 2004
3D modeling, rendering, animation; 2D/3D CAD services
Multimedia design and development, web design and development

Alumbre Technologies | Web Developer and Multimedia Specialist
2000 – 2001
Creating streaming multimedia presentations
Designing and building multimedia training applications

PROFESSIONAL ORGANIZATIONS

Women Who Code, Fort Collins, CO Chapter

Girl Develop It, Fort Collins, CO Chapter

International Game Developers Association

Association for Computing Machinery SIGGRAPH

ACM-W (ACM's Women in Computing)

Association Internationale du Film d'Animation

CG Society Society of Digital Artists

Rocky Mountain Adobe User Group

RESEARCH INTERESTS

Applications for Machine Learning in Procedural Game Art Creation
Motion Design for Virtual Reality
Procedural Art and Animation