

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

MS Computer Information Systems
Colorado State University

Bachelor of Architecture (5 Year Professional)
Carnegie Mellon University

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

School of Motion
Character Animation Bootcamp (in progress)
Rigging Academy (in progress)
Explainer Camp
Animation Boot Camp

Udacity VR Developer Nanodegree (2/3 classes)

Mograph Mentor
Director's Academy
Classical Animation Workflow & Techniques

LearnSquared
UI & Data Design for Film
Motion Design with Jorge R. Canedo

Media Bistro Online Learning
Digital Marketing Bootcamp Certification

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

Jason Ryan Animation
Fundamentals + Series 1 + Series 2 Master Classes
Robb Pratt Story Board Master Classes

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

TEACHING EXPERIENCE

Associate Professor | Game Art & Design | 2017 - present
Assistant Professor | Game Art & Design | 2013 - 2017
Adjunct Professor | Media Arts & Animation | 2008 - 2013
Art Institute of Pittsburgh, Online Division

Committees & Service

- 2011 - present: Faculty Advisor, AIPOD chapter, International Game Developers Association
- 2018: Curriculum cmtc., Student Events cmtc.
- 2017: Curriculum cmtc., Student Events cmtc., Institutional Effectiveness, Internships cmtc.
- 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

Subject Matter Expert (Course Development) | 2011 - present

Art Institute of Pittsburgh, Online Division

- GADA323 Team Production I (2018)
- GADA323 Team Production II (2018)
- MAAA233 Motion Graphics (2017-18)
- GADA314 Team Production Planning (2017-18)
- GADA243 Programming for Artists (2017-18)
- GADA312 Game Animation (2016)
- MAAA302 - 3D Character Animation (2014)
- GAD215 - Hard Surface & Organic Modeling (2012)
- GAD117 - Life Drawing and Gesture (2011)

Teaching Assistant | After Effects Kickstart | 2018 - present

Content Contributor | Motion Design & 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

Maya Springboard Instructor | 2009

Alumni Tutor | Body Mechanics Studio | 2006 - 2007

Alumni Tutor | Introduction to Acting Studio | 2006 - 2007

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

Teaching Assistant | Materials & Assembly | 1997

Carnegie Mellon University School of Architecture

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TECHNICAL & CREATIVE SKILLS

Game Development

Unity, Unreal Engine, HTML5,
VR/AR Game Dev (Unity - Google, Oculus SDKs)

Motion Graphics Animation

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

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

Audio

Audition

PROFESSIONAL ACTIVITIES

Colorado Creative Industries

Colorado Creates Grant Review Panel, 2017

Red cART Community Art

Board of Directors

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/Animator 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 (current)

International Game Developers Association (current)

Association for Computing Machinery SIGGRAPH (current)

ACM-W (ACM's Women in Computing) (current)

Association Internationale du Film d'Animation (current)

Rocky Mountain Adobe User Group (current)

Girl Develop It, Fort Collins, CO Chapter (2015-2017)

RESEARCH INTERESTS

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