



Sarah Van Alstyne

Lighting and Look Development Artist

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Experience

Jr Lighting Technical Director • Framestore, NY

November 2020 - Present

Responsible for lighting and look development across commercial and episodic projects; developed and maintained time saving tools in Python for Houdini and Maya; occasionally executed generalist tasks

CG Generalist, Freelance • Ingenuity Studios, LA

September 2020 - November 2020

Performed generalist tasks from modeling to lighting; completed texture/lookdev on groomed creatures; balanced multiple projects at once; communicated with others in a fully remote setting

CG Lighting Intern • Framestore, NY

June 2019 - September 2019

Responsible for lighting, rendering, and compositing commercial shots; stitched and painted HDRI images; grew accustomed to pipeline and dailies; significantly progressed an internal full-cg short film

Software, Rendering, Scripting

- Maya
- Houdini
- Nuke
- Photoshop
- Substance Painter
- Illustrator
- After Effects
- Premiere Pro
- Arnold
- RenderMan
- V-Ray
- Python
- VEX/Mel
- OSL

Skills

Lighting • LookDev
Compositing • Pipeline
Scripting • Texturing
Linux • OS X • Windows

Education

Savannah College of Art & Design

September 2016 - March 2020

Bachelor of Fine Arts, Visual Effects
Technical Direction Minor • 4.0 GPA

Honors

Foundations Honor Show 2018

"Structure" 3rd Place, 3D Design

"Travel Poster" on exhibition

Off the Wall: 3D Works 2018

"Wire Giraffe" on exhibition

SCAD Dean's List

Fall 2016 - Winter 2020