



# Sarah Van Alstyne

Lighting and Look Development TD

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## Experience

### Lighting Technical Director • Framestore, NY

- Current Position from December 2021 - Present
- Junior from November 2020 - December 2021

Responsible for lighting and look development across commercial and episodic projects; developed and maintained global tools for Houdini using Python; 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; significantly progressed an internal full-cg short film

## Software, Rendering, Scripting

- Maya
- Photoshop
- Illustrator
- Arnold
- Python
- Houdini
- Substance
- After Effects
- RenderMan
- Vex/Mel
- Nuke
- PtGui
- Premiere Pro
- V-Ray
- Git

## 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