Sarah Buck

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WORK EXPERIENCE

Technical Animator (CFX), MPC Montreal, QC 2022-2023

- Create systems and builds for fur and cloth simulation
- Use tools to solve simulation issues to create realistic results
- Manage and teach coworkers on systems used on shots
- Write documentation on old tools being reborn for modern use

Quality Assurance, The Coalition Vancouver, BC 2020-2021

- Follow and complete test cases ensuring quality of product
- Test newly implemented features to be released as updates
- Monitor new nightly builds for errors and report to engineers
- Log and report and issues to developers and engineers for regression
- Help manage and organize small teams in order to complete tasks

Technical Animator (CFX), MPC Montreal, QC 2019

- Run and debug simulations of creature fur and cloth for film
- Fix technical problems with animation to create realistic effects
- Communicate with supervisors and directors about requirements
- Work closely with rigging and other departments to improve systems

Quality Assurance, EA Vancouver, BC 2015 - 2016

- Test and debug content and tools within the FrostBite game engine
- Communicate with leads and engineers about bugs and resolutions
- Create reports and collect logs of issues found within the engine
- Managing and editing outdated tests

EDUCATION

Vancouver Film School (Vancouver)

3D Animation & Visual Effects - 2018 - 2019

- 3D Modeling and Texturing
- Lighting and Compositing
- Photogrammetry
- VFX integration

Visual College of Arts & Design (Vancouver)

Game Development and Design Diploma — 2013 - 2015

- Game Design
- Level Design
- 3D Animation

<u>CREDITS</u>

- Transformers: Rise of the Beasts, MPC Technical Animator (CFX)
- **Dungeons & Dragons: Honour Among Thieves, MPC** Technical Animator (CFX)
- Dolittle, MPC Technical Animator (CFX)
- Mirror's Edge Catalyst, EA Frostbite QA
- Forza Horizon 5, Microsoft QA
- Gears 5; Gears 5: Hivebusters (DLC), The Coalition QA