

SARAH BROMLEY

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3D Animations | Creative Concepting | Storyboarding | Modelling | Texturing | Lighting

**DIGITAL PRODUCT CONTENT CREATOR
CGI GENERALIST**

3D Generalist artist with an internationally diverse, versatile, creative, and technical skill set built from a strong Fine Art foundation. Proven capable leading teams and art directing projects, or heavy lifting on production tasks. A self-driven worker with successfully launched deliverables for high end brand projects and VFX films. I enjoy creative story-telling and high-end visualization and love to keep exploring and creating within my field. Core competencies include:

- Hard Surface Modelling
- Organic Soft Surface Modelling
- Environment Creation
- Texturing
- Product Development (apparel design)
- Animation and Rigging
- Previsualization
- Lighting
- Rendering
- Compositing
- Editing
- Material Creation
- Traditional Sculpting
- Traditional Printmaking and Painting

Design Software:

- Maya / Vray / Arnold
- Marvellous Designer
- Blender
- Unreal Engine
- Substance Painter
- Substance Designer
- Adobe Photoshop, Adobe Illustrator
- After Effects
- Premiere
- Isotropix Clarisse
- ZBrush
- Houdini
- Nuke
- HDRI Studio
- PF Track
- Mari

PROFESSIONAL EXPERIENCE

General Motors – Industrial Design, Warren, MI

11/2020 – Present

Lead CGI Creative Visualization Artist

CGI Generalist performing a wide range of duties including:

- Digital Asset Creation, concept ideation, storyboarding and animation execution for GM brands and advertisement for digital media
- Modelling, texturing, rigging, lighting, animating and compositing of 2D/3D assets in Maya and Unreal Engine as required for projects
- Leading and representing department at product reviews and presentations to Designers and GM Senior Executive Management (Head of Brands and Design) on a weekly basis
- Art direction and collaboration on projects with teams to fit brand essence
- Been involved in at least 20 digital asset projects and reveals including Lunar Rover, new Buick Badge reveal, Camaro Special Edition and Opulent Velocity and Sollei

Armstrong White, Birmingham, MI

10/2018 – 11/2020

CGI Artist

3D Generalist for a wide variety of advertisement projects for industries including automotive, architectural visualization, and environment design, product creation; activities include:

- Creative conceiving, modelling, texturing, lighting, rendering, compositing as well as problem solving
- Set and environment design including model, lighting, set dressing, texture and material Creation
- Photorealistic asset and material creation
- Client interaction
- Creative direction on select projects

DNEG, London, UK

07/2017 – 07/2018

Build TD/ 3D Artist

Build artist working on VFX films in the construction of assets, including modeling and texturing

- Character artist responsible for clean mesh construction of pipeline-ready body and costume assets for both digital doubles and concept characters
- Specific focus on character clothing creation using Marvellous Designer and Maya to produce clean, sim and animation ready meshes to a high level of detail
- Character costume and environment asset detailed sculpting and texturing
- Scene sculpt and animation corrections for character anatomy on final shots
- Technical fixes on meshes for pipeline issues and assist including UV and topology corrections
- Character body blend shapes for rig integration and muscle movement correction
- **Films:** Justice League, Black Panther, Venom, Fantastic Beasts 2, Mission Impossible 6

Intermarketing Agency, Leeds, UK

03/2017 – 06/2017

3D Generalist

- Product modelling, set dressing, texturing, lighting, rendering and composites for clients including architectural visualization bathrooms, kitchens, tiles, building exteriors, Adidas shoes and sports-wear
- Scene layout, construction, animation, and lighting for commercial spots

Armstrong White, Birmingham, MI

06/2014 – 11/2016

CGI Artist

3D Generalist for a wide variety of advertisement projects for industries including automotive, architectural visualization, semiconductor and plumbing fixtures; activities include:

- Creative conceiving, modelling, texturing, lighting, rendering as well as problem solving
- Set and environment design including model, lighting, set dressing, texture and material creation
- Client interaction
- Creative direction on select projects

EDUCATION

BFA in Animation, Minor in Fine Art, College for Creative Studies, Detroit, MI

Graduated with High Honors (top 5 of 2014 graduating class), 3.9 GPA

RECOGNITIONS & AWARDS

- **2018** Second Place in Artstation Challenge “Feudal Japan: The Shogunate – Film/VFX Character Art (rendered)” <https://www.artstation.com/contests/feudal-japan/challenges/52/submissions/37010?sorting=winners>

PUBLICATIONS AND REVIEWS

2017 3D World, Issue 217, *Master Character Texturing*- Substance suite tutorial published

2012 Jacobs, Judith. *Third Wednesday* 4.2 (2012), 4.4 (2012).