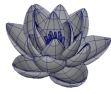# SALLY IM

VFX ARTIST

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sallyim.com

imsally

EDUCATION

Master of Entertainment
Technology   May 2021
Entertainment Technology (ETC)
Carnegie Mellon University
Pittsburgh, PA

Bachelor of Science
Animation & Visual Effects   June 2017
Drexel University
Philadelphia, PA

SKILLS

Graphics:

- Autodesk Maya
- ZBrush
- Adobe Suite
- Foundry Nuke
- Substance Painter
- Houdini

Software: Unity, HTML5/CSS3, MEL, C++, C#, Perforce, Google Docs, Wordpress.

Interests: Concept Art, Film, Illustration, Screenwriting, Photography, Gaming.

EXPERIENCE

Freelance 3D Artist, Video Editor

Therex Portal | Greater Philadelphia | Jul 2018 - Aug 2019
- Animated and rendered 3D characters performing exercises.
- Modelled and props for use in instructional 3D animations.
- Assisted in the development of the creation of a medical App.
- Edited and color corrected hundreds of videos.

3D Generalist, NSF (REU) Researcher

GLIDE Lab | Philadelphia, PA | Oct 2015 - Jul 2017
- Modelled 3D environments and objects for characters.
- Generated ideas to be used in scripts for pedagogical games.
- Compiled data to be submitted for publication.
- Developed graphics and websites for professional use.

3D Animation, VR Intern

Blue Visual Effects | Philadelphia, PA | Mar 2016 - Aug 2016
- Edited video assets for Citizen Bank Park short movie.
- Programmed interactive assets in a virtual reality video.
- Developed short animations for social media accounts.
- Oversaw development in the Virtual Reality department.

PROJECTS

3D Generalist - Building Virtual Worlds

Entertainment Technology Center | Pittsburgh, PA | Fall 2019
- Producing models, textures, rigs, and animations.
- Directing artists on the aesthetic of various 3D environments.
- Designing and developing particle systems using Unity Engine.
- Preparing assets for programmers from Maya to Unity.

Exhibitor - RanDOME Experiences

SIGGRAPH Conference 2017 | Los Angeles, CA | Aug 2017
- Developed content for SIGGRAPH 2017's Dome centerpiece.
- Collaborated with a team on an immersive video project.
- Animated art assets to create a looping time-lapse video.
- Edited video to complement the pixel SIGGRAPH theme.