

# Sara Noelle Delgado

Animator

● ● ● [www.saranoelledelgado.com/](http://www.saranoelledelgado.com/)



## Contact

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## Skills

2D & 3D ANIMATION |  
STORYBOARDING | CONCEPT  
ART | CHARACTER DESIGN  
| MOTION GRAPHICS |  
ILLUSTRATION | GRAPHIC  
DESIGN | EDITING |  
WRITING | DIRECTION

## Software

### 3D ANIMATION

- AUTODESK MAYA
- MAYA PYTHON API
- MOTION BUILDER
- 3D STUDIO MAX
- BLENDER
- CINEMA 4D
- UNITY
- UNREAL
- REDSHIFT
- AUTODESK ARNOLD
- OCTANE RENDER
- CORONA RENDER

### 2D ANIMATION

- ADOBE ANIMATE CC
- ADOBE AFTER EFFECTS
- TOONBOOM
- TV PAINT

### OTHER

- ADOBE PHOTOSHOP
- ILLUSTRATOR
- XSENS
- SHOTGUN
- SLACK & AIRTABLE

## Fluent in Spanish

## Education

### Bachelors of Science: Media Arts & Animation

The Art Institute Of California  
– OC | 2015

## Organizations & Memberships

- Women In Animation
- ASIFA: HOLLYWOOD
- Latinx In Animation

## About Me

Sara's devotion to the visual storytelling of animation has helped her realize many creative projects from short films to high-end 3D cinematic animation for games and film production. Her proficiency as an animator comes from her strong understanding of movement, weight, and expression. A driven and dedicated team player, Sara loves to challenge herself to create quality animation using the latest digital tools, techniques and software.

## Work Experience

### LIVING POPUPS INC. [Full Living Poppups Resume Here](#)

#### Lead 3D Animator | 2019-2024

**As Lead 3D Animator** at [Living Poppups](#) Sara has led the animation for upwards of 20 projects across 8 different shipped apps.

- High-quality game play and cinematic animations using hand key 3D animation in Maya & Blender.
- Expert in animation cycles, deformations, FK/IK systems, set driven keys, weight, timing, and blendshape creation to achieve a wide range of realistic character performances from human to quadruped animation, including organic bipeds to mechanical vehicle and robotics animation.
- Motion Capture cleanup. Data Transfer from Xsens onto 3D models for game ready animation.
- Scene assembly, management, lighting and final rendering of scenes in high definition frames
- Collaborates with the director and technical director to plan, block and design each shot.

• **Hand 3D Character Animation • 3D Animation Clean up • Motion Capture • Character Design • Production Design • Concept Art • Creative Direction of AR • Character and Asset Turn Arounds**

#### LIVING POPUPS- Production Coordinator | 2019-2020

- Sara created and monitored production schedules, Crafted pitch decks; assisted in Casting;
- Oversaw freelance/contractor payroll, production runs and 3D Animation.

### COURTROOM ANIMATION

#### 3D Artist/Animator | 2018

- Interpreted written reports into the practical visual development of 3D models and scenes.
- Contributed to the delivery of over a dozen projects: Staging, lighting, rendering, modeling and key frame 3D Animation for a multitude of sequences on a production schedule.
- Received feedback, addressed notes, and presented clear ideas to my supervisor.

### UNOFFICIALLYBRAINDEAD STUDIOS

#### Animator | 2017

- Created full Animation in After Effects; Worked through entire Animation Pipeline
- Designed, illustrated assets, and edited animated short films, which boosted company brand.

### ENVIRONMENTAL HEALTH ORGANIZATION

#### Freelance Illustrator

##### *Air Congresso Event | August-September 2023*

- Designed and illustrated several graphics to be used in the advertising for their event, including designing two characters and various backgrounds

### CHISPA

#### Freelance Illustrator | 2020-2024

- Collaborated with the creative lead to Design and Illustrate the branded *PoderArte Community Celebration* Flyer and the large scale Banner the Chispa used at *Chispa at OC Pride*
- Designed and illustrated the Poster and stickers for Anaheim Young People's Town Hall
- Designed and illustrated the Official Chispa Members' Postcard

### BRIMHALL & ASSOCIATES

#### Animation Intern | 2018

- Worked in a team on pre-vis work to develop and create functional assets and characters for the company's educational game Changelab.
- Helped visualize and brainstorm game's playability and overall design.

### KADHO INC.

#### Animation Intern | 2015

- 2D Animation, Pre-vis & Motion Graphics:
- Conceptualized, digitally painted, & produced clean characters and game ready asset.