Sara Noelle Delgado
Animator

● ● ● 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 Popups Resume Here*
Lead 3D Animator | 2019-2024

As Lead 3D Animator at Living Popups 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.

UNOFFICALLYBRAINDEAD 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 | 2020-2025
• 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*
• Designs and illustrates the Poster and stickers for annual 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 assest.