

# Sabra Zee

CG Artist

## Profile

Dedicated CG Artist with 1 year of experience in creating visually stunning computer-generated imagery for various projects. Proficient in 3D modeling, texturing, and animation, leveraging strong technical skills and artistic talent to bring concepts to life. Adept at collaborating with team members and adapting to different artistic styles, committed to delivering high-quality results in fast-paced environments.

## Employment History

### CG Artist at Blue Sky Studios, NJ

Apr 2023 - Present

- Led the creation of over 20 high-quality animated characters for the blockbuster film, "Ice Age: Collision Course", generating over \$400 million in box office revenue worldwide.
- Successfully managed a team of 12 CG artists in the development and execution of visually stunning environments for the award-winning animated film, "Rio 2", contributing to its \$500 million global box office success.
- Spearheaded the implementation of innovative 3D rendering techniques, reducing overall production time by 15% while maintaining exceptional visual quality across multiple projects.
- Received the company's "Outstanding Achievement in Animation" award for exceptional artistic contributions to the critically acclaimed film, "The Peanuts Movie", which grossed over \$246 million worldwide.

### Junior CG Artist at Framestore, NJ

Jul 2022 - Mar 2023

- Successfully completed 3D modeling and texturing for over 50 assets in a high-profile animated feature film, resulting in a 20% increase in efficiency compared to previous projects.
- Played a key role in the development of a short animated film, which went on to win multiple awards at international film festivals, including Best Animated Short at the New Jersey Film Festival.
- Collaborated with a team of artists to create high-quality visual effects for a major advertising campaign, contributing to a 30% increase in client satisfaction and repeat business for Framestore, NJ.

## Education

### Bachelor of Fine Arts in Computer Graphics and Animation at Montclair State University, Montclair, NJ

Aug 2018 - May 2022

Relevant Coursework: 3D Modeling and Animation, Digital Illustration, Graphic Design, Storyboarding, Visual Effects, Game Design, Motion Graphics, Computer Programming, Interactive Media, and Digital Sculpting.

## Certificates

## Details

[sabra.zee@gmail.com](mailto:sabra.zee@gmail.com)

(494) 974-9079

123 Maple Street, Trenton, NJ 08608

## Links

[linkedin.com/in/sabrazee](https://www.linkedin.com/in/sabrazee)

## Skills

ZBrush sculpting

Substance Painter

Houdini simulations

Blender modeling

Maya rigging

Unreal Engine integration

Arnold rendering

## Languages

English

Japanese

## Hobbies

Creating digital sculptures

Experimenting with virtual reality art

Developing indie video games