

SARA SCHWARTZ

3D ARTIST

WORK EXPERIENCE

INJUSTICE 2 - ASSOCIATE ARTIST

NetherRealm Studios | Chicago | May 2016-March 2017

- Created props that range from detailed cutscene assets to game-ready weapons used by the characters on stage.
- Worked closely with other departments to meet goals and ensure consistency with the style of the game.
- Set up rigs for animation/FX and to interact with characters.
- Crafted shaders for props that needed a unique look.
- Utilized Perforce for accessing and submitting projects, with consideration to budget and ease of use by coworkers.

COPY & PRINT ASSOCIATE

Staples | Multiple Locations | May 2011-April 2016

- Assisted customers with their personal and business printing needs.
- Sold services that would benefit and enhance their projects.
- Produced jobs independently and as a team.
- Worked with third party company to outsource unique and high volume jobs.






ADDITIONAL EXPERIENCE

TWITCH CREATIVE STREAMER

Twitch.tv/Xhilyn | Affiliate Status | December 2015-Present

- Focusing on educating and learning from the growing game development community on Twitch.
- Providing portfolio reviews, giving advice, and being an overall comfortable personality to approach with questions about the industry and craft.
- Building a community for game developers from all specialties and levels to come together and socialize, critique, and collaborate through my channel and Discord server.

CONTACT

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SOFTWARE

MODELING

Maya
ZBrush
Mudbox

TEXTURING

Substance Painter
Photoshop
3D Coat
Substance Designer

GAME ENGINES

Unreal Engine 4
Unity 5

RENDERING

Marmoset Toolbag
Keyshot
Mental Ray

EDUCATION

BACHELOR OF ARTS

Concentration Game Art

Columbia College Chicago
Jan 2014 - May 2016

ASSOCIATE OF ARTS

Joliet Junior College
Aug 2010 - May 2012