

SAHAR KAUSAR

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PIPELINE TECHNICAL DIRECTOR | CREATIVE TECHNOLOGIST | VFX ENGINEER

Technical Director and hybrid artist-engineer with 6+ years of experience building artist-facing tools, pipelines, and workflow systems at The Walt Disney Company across animation and immersive production environments. Specialized in developing scalable tools and real-time workflows, optimizing production pipelines, and debugging complex cross-disciplinary issues between artists, production, and engineering teams. Experienced in prototyping technical solutions, creating production documentation, and supporting real-time visualization and interactive content workflows. Background spans feature animation, episodic production, game design, immersive storytelling, and real-time pipeline development.

WORK EXPERIENCE



DISNEY TELEVISION ANIMATION, GLENDALE CA

Technical Director (VFX, Anim, & Pipeline) | Aug 2023 - Mar 2025

Projects: Monsters at Work, Firebuds

- Designed & developed the DTVA studio-wide shot UI launcher in PyQt
- Built Python-based tools supporting artist workflows & shot production
- Performed production QC & vendor ingestion for episodic deliveries
- Composited & animated CG shots in Nuke & Maya to meet artistic vision



WALT DISNEY ANIMATION STUDIOS, BURBANK CA

Character TD (CFX, Rigging, & Tech Anim) | Jan 2021 - Aug 2023

Projects: Encanto, WISH, Strange World, Baymax!, Zootopia+, Reflect, Two Unannounced Shorts, and USA Parks: Tiana's Bayou Adventure

- Coded Python pipeline tools in Maya & Houdini to support cloth/hair rigs
- Reported and triaged production bugs impacting anim & sim pipelines
- Amplified animations by sculpting dynamic details & polishing final shots
- Tailored CG cloth garments in Marvelous & created Houdini hair grooms
- Added appealing motion to various characters, props, elements in shots



WALT DISNEY IMAGINEERING, GLENDALE CA

Animatronics Show Programmer | Jan 2019 - Jan 2021

Production Design Intern (Game Design, UX) | May 2018 - Aug 2018

Projects: Tokyo Disneyland: Beauty and the Beast; Hong Kong Disneyland: Frozen; USA: Star Wars: Galaxy's Edge, Shanghai Disneyland: Zootopia, Play Disney Parks App - Space Mountain, Toy Story Land

- Automated Unreal Engine workflows for the Motion Capture lab on-site
- Developed departmental anim tools in C++ & python to help efficiency
- Programmed control systems, robotics, and worked in park installation
- Rigged audio-animatronic figures in Maya and Motion Builder
- Created technical design packages using SolidWorks and AutoCAD
- Executed overnight installation of interactive queue-based activations
- Launched the Play Disney Parks game app facilitating player testing
- Documented best practice schematic & drafting workflows downstream
- Gamified guest-facing interactive storytelling assets using Adobe tools

HONORS/AWARDS

- Academy of Interactive Arts and Sciences, WomenIn Fellowship | 2019
- SIGGRAPH Student Volunteer Committee | 2017, 2018, 2019
- Electronic Arts, CMU Entertainment Technology Fellowship | 2018
- Microsoft Women In Gaming, Games Developers (GDC) Scholar | 2018
- WDI Disney Imaginations Competition, Semifinalist | 2018
- Carnegie Mellon University, ETC Merit Scholar | 2017
- Anita-Borg Institute, Grace Hopper (GHC) Scholar | 2016
- ACM-W, SIGGRAPH Convention Scholar | 2016
- UF College of Engineering, Commencement Recipient | 2016
- UF College of Engineering, CISE Merit Scholar | 2015, 2016

SKILLS

PROGRAMMING LANGUAGES

- Python (AnitaB.org Certified)
- C++
- Swift
- MEL
- HLSL / GLSL
- JavaScript / Node.JS
- HTML/CSS

PIPELINE / WORKFLOW TECHNOLOGIES

- PyQt
- Git
- Perforce
- ShotGrid
- Generative AI (ComfyUI, Adobe Firefly)

CREATIVE CODING & PROTOTYPING

- Processing (p5.js)
- Metal
- UI/UX Design (Figma, Sketch, Balsamiq)

3D DCC / REAL-TIME / VFX SOFTWARES

- Unreal Engine (Epic Games Certified)
- Autodesk Maya
- Nuke
- Houdini
- Unity
- Blender
- Cinema 4D

GRAPHIC & VIDEO EDITING PACKAGES

- Adobe CC (PS, AI, AE, PR, ID, AN, S3D)
- Final Cut Pro
- Procreate

EDUCATION

CARNEGIE MELLON UNIVERSITY ENTERTAINMENT TECHNOLOGY CENTER

Masters in Entertainment Technology
May 2019 | GPA: 3.90

UNIVERSITY OF FLORIDA COLLEGE OF ENGINEERING

Dual B.S. in Computer Science + Art
(Digital Arts and Sciences Engineering)

Minor in Studio Art

Minor in Interdisciplinary Fine Art Studies

Fall 2016 | Summa Cum Laude | GPA: 3.84