Sahar Kausar

Technical Director (Character Simulation, Technical Animation, Rigging, Finishing, Compositing, Pipeline Tools)
Website: https://sahark.com | Email: saharkausar@gmail.com | Phone: 813.679.8607

WORK EXPERIENCE

DISNEY TELEVISION ANIMATION, GLENDALE CA
CG Production Technical Director | Aug 2023 - Present

Project: Monsters at Work

- Composited and lighted shots in Nuke & Maya to meet director vision
- Scripted pipeline tools via Python to facilitate artist efficiency in shotwork
- Applied generalist knowledge across CG pipeline to elevate artistic notes

WALT DISNEY ANIMATION STUDIOS, BURBANK CA
Character Technical Director (Tech Animator, CFX) | Jan 2021 - Aug 2023

Projects: Encanto, WISH, Strange World, Baymax!, Zootopia+, Reflect, Two Unannounced Shorts, and Creative Legacy Parks Projects

- Amplified animations by sculpting dynamic details & polishing final shots
- Provided body, cloth, hair, and fur rigs and integrated them downstream
- Tailored CG cloth garments in Marvelous & created Houdini hair grooms
- Added appealing motion to various characters, props, elements in shots
- Coded internal tools and defined character art styles with directors

WALT DISNEY IMAGINEERING, GLENDALE CA
Technical Animator & Animatronics Programmer | Jan 2019 - Jan 2021

Projects: Tokyo Disneyland: Beauty and the Beast; Hong Kong Disneyland: Frozen; USA: Star Wars: Galaxy's Edge, Shanghai Disneyland: Zootopia

- Rigged audio-animatronic figures in Maya and Motion Builder
- Automated workflows for the Motion Capture Production lab on-site
- Developed departmental animation tools in Python to maximize effiency
- Programmed control systems, robotics, and worked in park installation

CARNEGIE MELLON UNIVERSITY, PITTSBURGH PA
Graduate Teaching Assistant | Aug 2018 - Jan 2019
Course: Building Virtual Worlds Course, Graduate Level

- Instructed over eighty students for game development purposes
- Informed best practices in Maya, Unity, Unreal Engine, and Houdini

WALT DISNEY IMAGINEERING, GLENDALE CA
Creative Technology & Production Design Intern | May 2018 - Aug 2018
Project: Play Disney Parks, Mobile Game Application

- Designed illustrations via Adobe Creative Cloud for the mobile app
- Installed interactive assets overnight in both USA attractions
- Modeled and drafted designs for Toy Story Land using SolidWorks

HONORS/AWARDS

- Academy of Interactive Arts and Sciences, WomenIn Fellowship | 2019
- SIGGRAPH Student Volunteer Committee | 2017, 2018, 2019
- Electronic Arts, 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

EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER

Masters in Entertainment Technnology
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

Publications:
"3-D Modeling, Animation, and Asset Integration into Persim 3D" | 2016

Fall 2016 | Summa Cum Laude | GPA: 3.84

SKILLS

3D SOFTWARE PACKAGES
Autodesk Maya
Marvelous Designer
Motion Builder
Houdini
Nuke
Blender
Unity
Unreal Engine
ZBrush
SolidWorks

PROGRAMMING
Python
MEL
JavaScript
Java
C++
HTML/CSS
Git
Arduino

2D/VIDEO EDITING PACKAGES
DaVinci Resolve
Final Cut Pro
Adobe Premiere Pro
Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe InDesign
Procreate

TRADITIONAL
Figure Drawing
Anatomy
Woodworking
Illustration