




# SAHAR KAUSAR

## CG PRODUCTION TECHNICAL DIRECTOR

 <https://sahark.com>  
 [saharkausar@gmail.com](mailto:saharkausar@gmail.com)  
 813.679.8607

Technical Director with specialties in character rigging, animation, and pipeline development scripting

## WORK EXPERIENCE



### DISNEY TELEVISION ANIMATION, GLENDALE CA CG Production Technical Director | Aug 2023 - Mar 2025

Projects: Monsters at Work, Firebuds

- Animated & composited CG shots in Maya & Nuke to meet artistic vision
- Designed and coded the DTVA studio-wide shot UI launcher in PyQt
- Scripted helper tools via Python to facilitate artist efficiency in shot-work
- Ingested vendor deliveries & performed quality control episode checks



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

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

- 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 Animatronics Show 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 help efficiency
- 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

## 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

## SKILLS

### 3D SOFTWARE PACKAGES

- Autodesk Maya
- Nuke
- Unreal Engine
- Houdini
- Blender
- Unity
- Marvelous Designer
- ZBrush

### PROGRAMMING

- Python
- MEL
- Java
- C++
- HTML/CSS
- Git

### GRAPHIC & VIDEO EDITING PACKAGES

- Final Cut Pro
- Adobe Premiere Pro
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Adobe InDesign
- Procreate

### TRADITIONAL

- Figure Drawing
- Anatomy
- Woodworking
- Illustration

## 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

Fall 2016 | Summa Cum Laude | GPA: 3.84