




SAHAR KAUSAR

TECHNICAL ARTIST | VFX, COMPOSITING & TECH ANIM

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Technical artist specializing in VFX compositing, character workflows, and pipeline development

WORK EXPERIENCE



DISNEY TELEVISION ANIMATION, GLENDALE CA

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

Projects: Monsters at Work, Firebuds

- Composited & animated CG shots in Nuke & Maya to meet artistic vision
- Designed and coded the DTVA studio-wide shot UI launcher in PyQt
- Scripted Python tools to improve artist efficiency in shot workflows
- Ingested vendor deliveries & performed quality control episode checks



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

- 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, 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

3D SOFTWARE PACKAGES

- Autodesk Maya
- Nuke
- Unreal Engine (Epic Games Certified)
- Houdini
- Blender
- Unity
- Marvelous Designer
- ZBrush

PROGRAMMING

- Python (AnitaB.org Certified)
- 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