

SAHAR KAUSAR

TECHNICAL ARTIST | PRODUCTION TD | REAL-TIME WORKFLOWS



<https://sahark.com>



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Technical Artist and hybrid artist-engineer with 6+ years of experience working at the intersection of art and tech across animation, game design, immersive entertainment, & real-time content creation. Drawing on a foundation in fine arts and computer science, I develop artist-centered workflows & technical production tools that support creative teams while preserving artistic intent. Comfortable contributing across all stages of production—from hands-on animation support, shot work, troubleshooting, compositing, & visual refinement to workflow automation, documentation, & tool dev. Experience spans character simulation, technical animation, CG production, VFX, & real-time content development, providing a holistic understanding of production pipelines.

WORK EXPERIENCE



DISNEY TELEVISION ANIMATION, GLENDALE CA

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

Projects: Monsters at Work, Firebuds

- Animated & composited CG shots in Maya & Nuke to meet artistic vision
- Designed and developed 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 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

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

- 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
- Created technical design packages using SolidWorks and AutoCAD
- Executed overnight installation of interactive queue-based activations
- Produced Adobe graphic assets for guest-facing interactive storytelling
- Launched the Play Disney Parks app facilitating user experience testing
- Documented best practice schematic & drafting workflows downstream

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

REAL-TIME, DCC, & VFX SOFTWARES

- Unreal Engine (Epic Games Certified)
- Autodesk Maya
- Nuke
- Houdini
- Toon Boom Harmony
- Unity
- Blender
- Cinema 4D
- Marvelous Designer
- RIVE
- Zbrush

PROGRAMMING LANGUAGES

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

CREATIVE TECH & PRODUCTION TOOLS

- UI/UX Design (Figma, Sketch, Balsamiq)
- Creative Coding (Processing, Metal)
- Generative AI (ComfyUI, Adobe Firefly)
- PyQt
- Production Tracking (ShotGrid)
- Version Control (Git, Perforce)

GRAPHIC & VIDEO EDITING PACKAGES

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

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