Sabrina Dias

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www.dozer-ink.com

Software and Tools

- Maya (8 years)
- Blender (2 years)
- Zbrush (3 years)
- Substance Painter / Designer (6 years)
- Adobe Creative Suite (10 years)

Skills

- 3D Modeling & Asset Development
- End-to-End 3D Production Pipelines
- Look Development, Texturing & Rendering
- VFX Compositing
- Pipeline & Asset Management

Production Experience

Bent Never Broken (Animated Short Film) — Creator | *August 2022 – May 2025*

- Directed and produced an animated short film, from concept development through final render.
- Modeled, textured, and rendered production-ready 3D assets using Maya and Substance workflows.
- Managed the full animation pipeline, including asset organization, shot tracking, and compositing.

Smile, They're Watching (Music Video) — Rigging Lead, Production Management | *August 2022 – May 2023*

- Designed and implemented production-ready character and prop rigs for animation.
- Collaborated with artists and animators to meet performance and scheduling requirements.
- Maintained organized asset structure, versioning, and pipeline stability.

Tippy Topper (Animated Short Film) — Render Lead, Production Management | *August 2020 – May 2022*

- Developed production-ready 3D assets and technical setups supporting rendering workflows.
- Iterated asset designs and technical solutions to improve visual clarity in animated scenes.
- Managed asset tracking and pipeline organization to support collaborative production across teams.

Work Experience

Visiting Lecturer – Emerging Media University of Central Florida | *Aug 2025 – May 2026*

- *Taught project-based courses in 3D modeling, rigging, visual effects, and animation pipelines.*
- *Developed course materials for animation and VFX undergraduate and graduate students.*

Graduate Teaching Associate/Assistant – Emerging Media University of Central Florida | Aug 2022 – May 2025

- Taught and supported courses in modeling, rigging, VFX, compositing, and digital production.

Additional Freelance

Dazzling: A Time Keeper's Tale — Environment modeler

- Modeled stylized environment assets for animated sequences, supporting world-building and scene composition.

Catching Light — Proxy environment modeler

- Built proxy geometry and layout assets used for 2D animation workflows.

Education and Training

Master of Fine Arts: **Emerging Media - Animation and Visual Effects**
University of Central Florida, Orlando, FL

Bachelor of Fine Arts: **Emerging Media - Character Animation**
University of Central Florida, Orlando, FL

- Minor in Art History

Awards & Affiliations

ACM SIGGRAPH Treasurer