

Sabrina Dias

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www.dozer-ink.com

Skills

- Character Rigging and Skinning (Maya)
- Deformation and Corrective Blend Shapes
- Cloth and Secondary Simulation
- Pipeline & Asset Management

Software and Tools

- Maya (7 years)
- Python (1 year)
- Marvelous Designer (2 years)
- Substance Painter / Designer (5 years)
- Adobe Creative Suite (10 years)

Production Experience

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

- Solo-directed, produced, and rigged a complete animated short, from concept to final render.
- Managed character assets and rigging through the full animation pipeline.
- Built production-ready character rigs in Maya, designing control systems and refining deformation.

Smile, They're Watching (Music Video) — Lead Character and Asset Rigging | 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 (Short Film) — Lead Character and Asset Rigging | August 2020 – May 2022

- Built animation-ready character rigs with clean deformations and intuitive controls.
- Iterated rigs and solved technical challenges to support animator workflows.
- Managed asset tracking and pipeline organization for efficient production.

Academic Experience

Visiting Lecturer – Emerging Media University of Central Florida | Aug 2025 – Present

- Teach project-based courses in 3D modeling, rigging, visual effects, and animation pipelines
- Develop course materials, demonstrations, and critiques for animation and VFX students

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

- Taught and supported courses in modeling, rigging, VFX, and digital production
- Provided technical troubleshooting in Maya and other industry-standard tools
- Conducted software demos, critiques, and grading

Additional Freelance

Dazzling: A Time Keeper's Tale — Environment modeler

Catching Light — Proxy environment modeler

Education and Training

Master of Fine Arts: Emerging Media - Animation and Visual Effects

University of Central Florida, Orlando, FL | August 2022 - May 2025

Bachelor of Fine Arts: Emerging Media - Character Animation

University of Central Florida, Orlando, FL | August 2018 - May 2022

- Minor in Art History

Awards & Affiliations

ACM SIGGRAPH Treasurer (2023–2024)