# Sarah A. Tejeda

www.sarahtejeda.com (951) 233-9185 stejeda0@gmail.com

## **PROFILE**

A creative and enthusiastic animator, with experience in various forms of animation. A quick-thinking, problem solver who gives 100% to all projects. Adept in written and oral communication, and works well independently or with a team. Thrives in fast-paced environments, and can adapt to meet deadlines and handle multiple tasks.

#### **EDUCATION**

## **University of Southern California**

Los Angeles, CA

BA Animation and Digital Arts

2014

#### **EXPERIENCE**

Animator <u>Stoopid Buddy Stoodios</u> July 2017-Sept 2018

Robot Chicken Season 9, Supermansion Season 3

•Animated various characters, props, and cameras while perfecting the animation styles of various shows.

Lead Animation Assistant/Track Reader/ Jr. Animator <u>Stoopid Buddy Stoodios</u> May 2015-June 2017

Supermansion Seasons 1 & 2, Buddy Thunderstruck, Robot Chicken Seasons 8 & 9, Verizon Bumpers

•Acted as a fill-in animator for all current studio projects. Supported and assisted animators and crews by helping with rigging, anticipating and solving problems, and keeping areas and materials well-stocked and organized. Proficient track reader for all studio projects.

### **Animation Assistant**

Hello! & Company

November 2014

McDonald's Spot: Morning Song

•Provided support to director and animators for a location shoot. Assisted with the preparation of set and prop preparation.

Senior Thesis Film <u>USC</u> Jan 2013-May 2014

**Expiration Date** 

•Created original concept and story art through extensive pre-production. Developed script, hired and directed voice-over talent. Molded, fabricated, and painted over 30 puppets, including, facial expressions. Fabricated multiple props and sets.

Animation Intern Shadow Machine Jan -May 2012

Hell and Back

•Supported animation, puppet, and art departments through the building of set and props.

## **SKILLS**

- •Proficient in Dragonframe animation software
- •Knowledge in softwares such as Maya, After Effects, and ZBrush
- •Experience in physical modeling, mold making, and casting in various mediums.