

# Sundos Alrifi

Look Development & Shading

sundos.alrifi@gmail.com  
(979) 739-4392  
sundosalrifi.wixsite.com/mysite

## Project Experience

### Frida Fall 2020

Independent Groom/Shading Study

- Responsible for shading and creating a full body groom.

### Cascade Short Film Fall 2019-Spring 2020

Lead Character Shading Artist and Environment Shading Artist

- Collaborated with a team of 20 undergraduate students to create a 4 minute animated short film as a year-long senior project.
- Responsible for shading and grooming one of the main characters and surfacing environment assets.

### Little Duckling Fall 2019

Independent Groom/Shading Study

- Created a full body groom with mentoring from Michelle Robinson, Head of Characters at Disney Animation Studios.

### Viz Summer Industry Course Summer 2019

Look Development Lead and Project Manager

- Worked with a team of 6 to create a 30-second animated short in collaboration with mentors from Disney Animation Studios.
- Responsible for shading main characters and environment assets.
- Managed team tasks and deadlines.

### Mushrooms Spring 2019

Independent Shading/Compositing Study

- Responsible for creating a photorealistic render through textures and lighting.

---

## Work Experience

### Department Aide - Fall 2020

- Assisted the Director of the Viz Lab and the Department of Visualization in various tasks.
- Assisted with several events such as the department's annual Viz-A-Gogo and Freshman event.

### Student Lab Technician - Fall 2018-Summer 2020

Texas A&M Dept. of Visualization

- Managed equipment checkouts for the department.
- Assisted professors with lecture setup, aided students in troubleshooting project issues.

### Project Manager - Fall 2018-Fall 2019

LIVE Lab - Texas A&M Dept. of Visualization

- Managed tasks and deliverables across multiple projects with teams of 4-6 members.
- Proactively worked to anticipate, identify, and troubleshoot any potential issues with project plans and scopes.

## Education

Texas A&M University *Fall 2016-Spring 2020*

Bachelor of Science - Visualization | GPA 3.8/4.0

---

## Technical Skills

Software:

- Autodesk Maya
- Renderman
- Xgen
- Substance Painter
- Substance Designer
- Mari
- Photoshop
- After Effects
- Adobe Suite
- Zbrush
- Jira

OS:

- Mac
- Windows
- Linux

---

## Activities

### TAMU ACM SIGGRAPH

Organization Member *Fall 2016-Spring 2020*

Social Media Officer *Spring 2019-Fall 2019*

- Maintained all social media accounts for the club.

### Chillemium Game Jam

Volunteers Co Chair Dec. 2017/Dec. 2018

- Oversaw volunteer tasks.
- Created scheduling system volunteer shifts.

### ACM Siggraph Conference - 2019

- Student Volunteer

---

## Awards

- College of Liberal Arts Scholarship 2017-2020
- Texas Aggie Scholarship 2018/2019/2020
- Artwork displayed at the Viz-A-GoGo exhibition 2017-2020