# SARAH COLE-MEGARO
## Environment Artist

sarah@sarahcolemegaro.com
www.sarahcolemegaro.com

**Experience**

### Digital Extremes
**Layout Artist**
June 2017 - Present

**WarFrame**
Shipped Updates include:
The New Railjack, Heart of Deimos, The New War, The Jovian Concord, and The Plains of Eidolon

- Responsible for level art for open world and linear playspaces
- Involved in brainstorming sessions, creating pitches, and early planning for new updates
- Work with designers to prototype new gameplay ideas for updates
- Develop benchmarks and art direction for new and remastered locations
- Responsible for level layouts, kit development, and asset and texture call-outs
- Responsible for first pass on lighting, effects, and skybox
- Level performance and optimization passes
- Implementing feedback from creative directors

### Toronto Film School Online
**Instructor**
January 2021 - Present

- Responsible for creating curriculum for the Video Game Animation online program
- Teaching students the basics of the Unreal 4 Engine, modular construction, and production art workflows
- Give lectures on creating art for game spaces
- Review student work and provide feedback

### Ubisoft Toronto
**Level Artist**
April 2015- June 2017

**Far Cry 5**
September 2016- June 2017
- Worked closely with the Art Director, Design Lead, and Cinematic team on artistic vision, mission flow, story, and work schedule of a large main mission location
- Developed art direction for mission locations
- Designed and created a modular block out of locations using 3Ds Max
- Callouts and JIRA tasks for props and structures with detailed instructions for outsourcing partners
- Directed model and texture artists in completion of art assets

**Watch Dogs 2**
January 2016 - September 2016
- Designed and created large structures for Tidis main mission content using 3Ds Max
- Created tasks and oversaw modelers working on props for locations
- Responsible for composition, layout, and storytelling of mission areas
- Worked closely with designers to develop several exotic gameplay mission sequences

**Starlink: Battle for Atlas**
January 2016
- Used Zbrush to create high poly models for props
- Used Substance Painter to create PBR textures for assets

**Far Cry Primal**
March 2015 -December 2015
- Compositional layout and large-scale storytelling for open world locations
- Worked with Level Designers to develop layouts for several puzzle caves
- Terrain sculpting and painting, as well as and foliage collection system placement

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**Ubisoft Toronto**
**Model and Texture Artist**
February 2012 - April 2015

### Unannounced Title
September 2014-March 2015
- Used Quixel Suite to create textures for props and structures
- Modeled large structures and props
- Worked with Level Artists on composition of locations
- Researched and gathered reference for proposed locations

### Assassins Creed Unity
April 2013- August 2014
- Responsible for modeling and texturing many large landmarks with a strong focus on modularity
- Used Zbrush to sculpt unique and ornate architectural elements
- Used Photoshop to create tillable PBR textures for buildings

### Splinter Cell Blacklist
February 2012- March 2013
- Used 3DsMax and Photoshop to create props and structures
- Technical troubleshooting on dev kits to ensure stability and all platforms
- Assisted Level Artists with composition, prop placement, storytelling, and mission flow

## Volunteer

**Centennial College**
Panelist for Portfolio Finale Night 2020
Guest speaker

**Ubisoft NXT Showcase**
Sat one-on-one with graduating students and review their work

**Ladies That UX Conference**
Gave a lecture for a ladies in UX Conference on using artistic principles for playerleading

**Girls Learning Code Day 2016**
Worked as a mentor helping 8 to 13 year-old girls code their own games using "Scratch"

**Humber College**
Active member of the Program Advisory Board since 2014
Guest speaker
Annual Final Portfolio and Industry Night guest as well as other informal networking events for students

**TAAFI 2015 Panelist**
Sat on a panel with other artists to discuss our experience transitioning from student to working in the industry

## Software

| Experienced | | | Familiar | |
|---|---|---|---|---|
| - 3Ds Max | - Dunia | | - Unreal |
| - Photoshop | - Anvil | | - Substance Painter |
| - Zbrush | - Perforce | | - Substance Designer |
| - Quixel Suite | - JIRA | | - Mudbox |
| | | | - Maya |

## Education

**3D for Production**
Postgraduate Certificate
Humber College 2011

**Multimedia 3D Animation**
Diploma Program
Humber College 2010