

Sabrina Dias

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Education

Masters of Fine Arts: Animation and Visual Effects August 2022 - Present
University of Central Florida

Bachelors of Fine Arts: Emerging Media - Character Animation August 2020 - May 2022
University of Central Florida

- Minor in Art History

Teaching Experience

Narrative Tech in Moving Image Assistant January 2025 - Present
Emerging Media - Character Animation Track, University of Central Florida

- Facilitated critiques and graded student's individual projects

Motion Graphics: Advanced Compositing Assistant January 2025 - Present
Emerging Media - Character Animation Track, University of Central Florida

- Facilitated critiques and graded student's individual projects

Digital Production and Artificial Environments Assistant August 2024 - December 2024
Emerging Media - Character Animation Track, University of Central Florida

- Facilitated critiques

Modeling for Visual Language Instructor August 2024 - December 2024
Emerging Media - Character Animation Track, University of Central Florida

- Planned and taught an introductory project based course on Autodesk Maya, Substance Painter, and Arnold rendering
- Facilitated critiques and graded student's individual projects

Geometrical Modeling Workshop Instructor January 2024 - April 2024
Emerging Media - Character Animation Track, University of Central Florida

- Planned and taught a project based course on character modeling and character rigging in Autodesk Maya
- Facilitated critiques and graded student's individual projects

Intermediate Animation Teaching Assistant January 2024 - April 2024
Emerging Media - Experimental Animation Track, University of Central Florida

- Facilitated critiques and graded student's individual projects

Digital Effects and Compositing Instructor

August 2023 - December 2023

Emerging Media - Experimental Animation Track, University of Central Florida

- Planned and taught a project based course on visual effects in Autodesk Maya and compositing in Adobe After Effects
- Incorporated technologies to enhance artistic understanding of the material

Look Modeling Workshop Assistant

January 2023 - May 2023

Emerging Media - Experimental Animation Track, University of Central Florida

- Assisted in the planning and teaching of modeling techniques for Autodesk Maya

Geometrical Modeling Workshop Assistant

January 2023 - May 2023

Emerging Media - Experimental Animation Track, University of Central Florida

- Assisted in the lesson planning for character modeling and character rigging in Autodesk Maya
- Prepared lectures and class activities focusing on facial and hair modeling for characters
- Facilitated critiques and graded student's individual projects

Artificial Environments and Effects Assistant

August 2022 - December 2022

Emerging Media - Character Animation Track, University of Central Florida

- Facilitated critiques and graded student's individual and group projects
- Assisted in lectures of concept art theory and story creation

Digital Effects and Compositing Assistant

August 2022 - December 2022

Emerging Media - Experimental Animation Track, University of Central Florida

- Assisted in lesson planning for visual effects within Autodesk Maya and Adobe After Effects
- Facilitated critiques and graded student's individual projects

Current Research

Masters Thesis Dissertation

August 2022 - Present

MFA Animation and Visual Effects, University of Central Florida

- Researching multidimensional perfectionism and emotional abuse within a parent/child dynamic through the context of animation.

Honors and Awards

President's Honor Roll Certificate

2019 - 2022

University of Central, FL

Dean's List

2018 - 2021

University of Central, FL

Professional Experience

Bent Never Broken (Short Film)

August 2022 - Present

Creator

Orlando, FL

- Wrote and conceptualized the film idea
- Designed and modeled all environment assets and characters
- Created advance rigging systems for the characters of the film

Smile, They're Watching (Music Video)

August 2022 - May 2023

Production Manager, Character and Asset Rigging Lead, and Compositing Lead

Orlando, FL

- Created an advanced rigging system for the main character of the project
- Utilized a streamlined organization system to ensure the flow of production
- Assisted with storyboarding, modeling, and 3D animation

Tippy Topper (Short Film)

August 2020 - May 2022

Production Manager, Rigging Lead, and Render Lead

Orlando, FL

- Created an advanced rigging system for the DEX 221 rig
- Led a team in the creation of all all prop rigs
- Utilized a streamlined organization system to ensure the flow of production
- Assisted with storyboarding, concept art, and modeling

Professional Skills

- Maya (6 years)
- Substance Painter (5 years)
- Substance Designer (2 years)
- Marvelous Designer (1 year)
- Renderman (5 years)
- Adobe Creative Suite (11 years)
- Microsoft Office Suite (11 years)
- Nuke (5 years)

Professional Associations

ACM SIGGRAPH

July 2023 - July 2024

University of Central Florida Chapter

- Coordinated allocation of club funding for events and general club needs
- Collection of dues for club funding

National Society for Collegiate Scholars

January 2020 - May 2022

University of Central Florida Chapter

- Coordinated numerous social events for club members and officers

Community Involvement

Broward County Main Library- Creative Station

June 2014 - August 2017

Ft. Lauderdale, FL

- Assisted patrons in the use of Adobe Creative Cloud applications
- Assisted patrons in the use of 3D printers
- Upkept the useability of 3D printers and VR headsets
- Obtained 300+ service hours