

Sarah Hutchinson

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While I currently work as a software engineer, I am interested in pivoting to a career in storyboarding for animation. I have taken several online storyboarding courses taught by industry artists, in addition to years of self study. I am passionate about drawing and finding solutions to story problems, and hope to put those passions to work.

WORK EXPERIENCE

Pixar Animation Studios, Seattle — *Software Engineer*

Jan 2015 - Present

- Writes user interfaces and backend code in C++ and Python
- Represents RenderMan on a interdepartmental technology initiative, participating in design discussions, and coordinating required engineering work
- Provides customer support to large animation and VFX studios
- Writes clear, concise user documentation
- Creates and presents demos of new RenderMan features at a yearly SIGGRAPH event and in webinars
- Participated in Women in Tech outreach via virtual panels and as a Disney representative at a conference

University of Washington, Seattle — *Teaching Assistant*

Sept 2013 - June 2014

- Storyboarded and developed the story for the capstone's short film
- Created new coursework and gave technical demos to train students in various parts of the animation pipeline
- Organized the overall schedule of tasks required for students to complete an animated short film in nine months
- Supplied students with concise notes and action items after daily meetings

EDUCATION

Drawing for Feature Animation Storyboard Flash Class with Stephanie Stine | Brainstorm School

June 2022 - July 2022

Completed a storyboard of a dialogue scene

Storyboarding for Feature Animation with Alessandra Sorrentino | Schoolism

April 2022 - June 2022

Completed two short storyboards

Intro to Storyboarding for Feature Animation with Evon Freeman | Warrior Art Camp

March 2022 - May 2022

Developed and pitched a roughly 2 minute storyboard: "Pottery at the Playfield"

University of Washington, Seattle

Sept 2009 - June 2014

BS in Computer Science, Animation and Graphics

SKILLS

Storyboarding, Editing, Writing, Pitching, Drawing on Cintiq

PROJECTS

Rococo-oh-no!

June 2022

Storyboarded a short sequence based on a prompt for the Animation Story Group's monthly challenge

Cartoon Kitchen - YouTube Cooking Series

Jan 2016 - July 2018

Directed, filmed, edited, acted, and collaborated on script for nine comedic cooking videos about food from cartoons

"Short Changed" - CG Student Film

Sept 2013 - June 2014

Storyboarded, assisted students with all aspects of production, and managed production schedules

"ZooVenture" - Animated Short Pitch

March 2014

Storyboarded and collaborated on the script and character designs with four other people.

SOFTWARE

Storyboard Pro, Photoshop, Procreate
Katana, Maya, Houdini, Blender
Premiere, Final Cut Pro