SARAH HOWE

3D Generalist Game Artist

CONTACT

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PROFILE

I am a Philadelphia-based 3D generalist artist with a focus on video games. Some key programs I utilize are Maya, Zbrush, Unreal engine, and various Adobe software. I aim to evoke a sense of curiosity in the viewer of my artwork, just as I felt as a child when experiencing storytelling through art.

EDUCATION

Bachelor of Arts | Gnomon School of Visual Effects, Games, and Animation

Los Angeles, California | June 2025

- Field of Study: Digital Production with a focus on Games

PROFESSIONAL EXPERIENCE

Lead 3D Character Artist/General 3D Artist/2D Artist

Fourth Act: Brackish Waters, Remote | June 2025 to Present

- Design 2D concept art of characters and environments
- Translate 2D concept art into stylized, deforming, low-poly game-ready 3D character models
- Rig characters for motion capture for use in the Unity game engine
- Clean and refine motion capture data

HR Recruiter

Comfort Keepers, Remote | June 2026 to Present

- Manage recruitment process: job postings, phone screenings, review resumes, and conduct new employee onboarding
- Update employee personnel files
- Develop and implement HR procedures and policies

3D/2D Creature/Character Artist/Animator

Dragon Chunk: Darkshore, Remote | July 2025 to February 2026

- Designed 2D concept art of creatures and characters
- Translated 2D concept art into deforming, game-ready 3D assets
- Rigged and skinned creatures and characters
- Animated creatures and characters for use in gameplay

Shift Supervisor RX

CVS Pharmacy, Philadelphia, Pennsylvania | August 2025 to June 2026

- Oversaw daily store duties: managing employees, and handling cash
- Executed store opening and closing routines
- Provided consistent, excellent customer service
- Processed prescriptions and interfaced with pharmacy customers

Freelance 2D Concept Artist

Client via ArtStation, Los Angeles, California | January 2022 to March 2022

- Designed 2D concept artwork for client with prompt

SKILLS & COMPETENCY

Digital:

- Maya
- Zbrush
- Unreal Engine
- Unity
- Adobe Photoshop
- Krita
- Gaea
- SpeedTree
- Marmoset Toolbag
- Substance Painter
- Yeti
- Marvelous Designer