

SARAH RUTH OOMMEN

Visual Artist

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WWW: (Portfolio) <https://sabinadreamcircuit.com/>

LinkedIn: <https://www.linkedin.com/in/sahruthoommen/>

PROFESSIONAL SUMMARY

Visual Artist with experience in concept art, illustration, character design, environment design, digital sculpting, lighting, animation and 3D asset production. Skilled in developing original ideas throughout the creative pipeline, from ideation and visual development to final production, using traditional and digital art workflows. Creates engaging visual content, characters, environments, and game assets for games, animation and interactive media with an emphasis on storytelling, world-building and visual design.

WEBSITES, PORTFOLIOS, PROFILES

- artstation.com/sabinadreamcircuit
- linkedin.com/in/sahruthoommen/
- behance.net/sahruthoommen
- instagram.com/_sabrina.art.heaven_
- <https://sabinadreamcircuit.com/>

SKILLS

Professional Development: Concept art, Character design, Environment design, Digital painting, Storyboarding, Composition, Visual storytelling, Thumbnail sketching, Sequential art, Costume design, Prop design, Cinematic framing, Color scripting, World-building, 3D Modeling, Digital Sculpting, UV Mapping, UV Unwrapping, PBR Texturing, Lighting, Rendering, 3D Asset Production, Environment Assembly

EDUCATION

May 2026

Master of Science: Multimedia

ICAT College of Design And Media (Alagappa University) | Chennai

- Graduation with Distinction
- Completed Coursework: M.Sc. Multimedia, 2026.
- Completed College-level Coursework: 3D modeling & sculpting, Character designing , 2D animation, Concept Art and Visual development.
- Member of SSIT by IEEE, 2025.
- Dissertation: Keeladi (A 3D visualization project), also presented it in the Graduate showcase.

Apr 2023

Bachelor of Engineering: Computer Science

Meenakshi Sundararajan Engineering College (Anna University) | Chennai

- Graduated with First Class
- GPA: 8.41
- Recipient of Black Belt Sho-dan, Isshinryu Karate from Born To Fight School of Karate, 2021
- Member of IWKA (Isshinryu World Karate Association, Okinawa, Japan) 2022
- Project on Inventory Management System for Retailers - IBM
- Art displayed in an art exhibition at Lalit Kala Akademi, Chennai.

May 2019

XII : Computer Science, Physics, Chemistry, Math

Sacred Heart Mat. Hr. Sec. School, Church Park | Chennai, India

- Recipient of Grand Prize - International Teenage Design & Art Award (Busan, South Korea) – 2018.
- Recipient of Gold Prize - International Middle & High School Student Art Competition (Chennai) – 2018.
- Recipient of Level 1 Award in Grade 3 Piano (with Merit), Trinity College London.
- Member of School Hockey Team - 2012 to 2017.
- Member of School Choir - 2012-2019

May 2017

X

Sacred Heart Mat. Hr. Sec. School, Church Park | Chennai, India

- Member of School Hockey Team - 2012 to 2017. (Winners in Zonal and District rounds)
- Completed three grades of Russian ballet training 2012 to 2014. (Based on Bolshoi Ballet Academy Syllabus). Developing skills in Classical Ballet techniques, discipline, posture, co-ordination and stage performance.
- Art displayed in an art exhibition at Lalit Kala Akademi, Chennai.
- Zonal Level Appreciation Award, awarded by Camlin Kokuyo for Camel Art Contest -2017.
- Yuvasri Kala Bharati Viruthu (Recognition for excellence in Art) -2014

PROJECTS

Keeladi: A 3D Visualization of a historical civilization in Tamil Nadu, India. This is a team project. My contribution, consists of concept art, character concepts, moodboards, props, 3D modelling, sculpting, texturing and composing my 3D assets along with other 3D assets which were optimized in Unreal engine, to create the marketplace game level for this project. I have created camera animations for the specific parts I want to highlight in my marketplace scene. In addition to this, I had also contributed to a miniature village created using terracotta clay and other materials.

PERSONAL PROJECTS

- **Sibora's Lucky Hair:** I created Sibora, as it portrays myself as a child and what I do when a lucky eyelash falls off from my eyelid. I have designed her hair texture according to my natural wavy hair texture. The clover leaf and green colour symbolises her personality and luck. Sibora is a lucky little girl who plucks out her eyelashes one by one, each turning into a wish that falls from the sky. When her final lash slips away, she chases after it, then catches it to make her last wish, which is to restore all she has lost.

- **WilderDragon** : This is a mystical forest environment that thrives only when filled with dragonflies (a sanctuary to preserve nature). The inhabitants are known as Wilderlanders and usually reside in 'Oakhouses' which are on the Mighty Oak residential area. This piece of work is based in a temperate zone in the earth. Wilderlanders are living beings similar to human beings, but focus on preserving the planet earth. The materials use in this project of Wilderdragon are all derived from nature, except for certain materials like glass bottles or vials and also the famous Time Traveller's gazette, which was accidentally dropped by a time travelling human.
- **Heir Of The Tundras** : Concept art for Heir of the Tundras, featuring Ylvraen: the Wolf of the Frozen Plain. My project includes character design sheets, environment concepts and day/night world-building exploring a magical arctic/antarctic realm shaped by aurora energy.
- **I Spy With Our Cunning Eyes**: I Spy With Our Cunning Eyes, features 'Eyedina'. It is a surveillance hat created by a high school Science Club, designed to replace CCTV by deploying collected eyeballs as mobile observers. Worn by the class monitor, it quietly shifts from a tool of order to a symbol of temptation and misuse of power. The concept explores surveillance, authority, and ethical boundaries in academic spaces.
- **Manceratops**: A hybrid biped creature capable of standing upright, while also able to run on all fours when speed is required. From the torso down to the ankles, Manceratops follows a human-like structure. Despite its almost silly facial expression and rotten teeth, this creature is a 1/4th human and 3/4th reptile bioweapon, with an extremely aggressive nature. It possesses a total of six ears, and a large bony plate like a triceratops, at the back of its head functions as a protective shield, supporting the weight of its heavy skull. The enlarged claws are inspired by Therizinosaurus, emphasizing its raw strength and threat.
- **Sabrina Tokusei Ramen**: My project 'Sabrina Tokusei Ramen' is based on my fondness for Japanese cuisine. It is a cozy ramen shop founded seven centuries ago by the duo Sabrina and Rayna. Renowned for their legendary noodles, the pair guarded the secret of their noodle source with unwavering devotion. Even generations later, the people of the town still believe that the women running the shop today are simply their daughters carrying on the same tradition, the same flavors, and the same mystery.

SOFTWARE

Adobe Photoshop

Adobe Illustrator

Autodesk Maya

Pixologic ZBrush

Adobe Substance 3D Painter

Adobe After Effect

Adobe Animate

LANGUAGES

English (Fluent)

Japanese (Intermediate, N4 certified)
Pursuing N3

Malayalam (Fluent)

Tamil (Basic)

Korean (Basic)

AWARDS & CERTIFICATIONS

Grand Prize – 2018 International Teenage Design & Art Award (Busan, South Korea)

Gold Prize – 2018 International Middle & High School Student Art Competition (Chennai)

Black Belt (Sho-dan, Isshinryu Karate), Born To Fight School of Karate (Affiliated to Isshinryu World Karate Association, Okinawa, Japan) 2022

Japanese Language: Certified 5Q & N4, currently pursuing N3

Level 1 Award in Grade 3 Piano (with Merit), Trinity College London