

# SARAH RUTH OOMMEN

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## CAREER OBJECTIVES

Entry-level artist seeking opportunities to work in the games and animation industry, with strengths in world-building, character design, and environment storytelling. Experienced in concept art, 3D environment production, and 2D character animation. Interested in contributing to visually grounded, research-driven interactive and animated projects.

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## EDUCATION

**Master of Science in Multimedia** Aug 2024 - May 2026  
ICAT College of Design and Media

- Specialization in 3D, 2D and Concept Art.

**Bachelor of Engineering in Computer Science** Aug 2019 - May 2023  
Meenakshi Sundararajan Engineering College (Anna University)

- Graduated with First Class (CGPA: 8.41)

**XII (HSC +2)** May 2019  
Percentage: 66.8% [Sacred Heart Mat. Hr. Sec. School]

**X (SSLC)** May 2017  
Percentage: 86.8% [Sacred Heart Mat. Hr. Sec. School]

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## SKILLS

- **3D Modeling & Sculpting:** 3D Modeling, Hard Surface Modeling, Organic Modeling, Sculpting, Autodesk Maya, ZBrush
  - **Texturing & Rendering:** PBR Texturing, Texture Mapping, Material Creation, Rendering, Substance Painter, Adobe Photoshop, Arnold Renderer
  - **Animation & Rigging:** Character Animation, Principles of Animation, Basic Rigging, Adobe Animate
  - **Game Engines:** Unreal Engine, Unity
  - **Art & Design:** Concept Art, Character Design, Environment Design, Prop Design, Costume Design, Storyboarding, Vector Illustration
  - **Traditional Art:** Sketching, Observational Drawing, Perspective Drawing, Watercolour, Oil Painting, Oil Pastel, Acrylic Painting, Soft Pastel, Colour Mixing, Light and Shadow
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## PROJECTS

- **Keeladi:** Researched and created concept art using *Adobe Photoshop* for props, environments, interiors, jewellery, and character costumes, and developed the Marketplace and Gold Industry environments in 3D using *Maya*, *Substance Painter*, and *Unreal Engine* for the Keeladi project.
- **Sibora's Lucky Hair:** Short animated project about a girl whose eyelashes turn into wishes. Designed characters and thumbnails in sketchbook, created final vector designs with 360° turnaround sheets, developed moodboards and backgrounds in *Photoshop*, and animated characters in *Adobe Animate* using parenting, tweening, and frame-by-frame techniques.

- **Heir of the Tundras:** Created original character and environment concept art for a fantasy arctic world, including detailed character design sheets and day/night environment variations. Focused on visual storytelling, color scripting, lighting mood, and material definition using *Adobe Photoshop*. Demonstrating skills in digital painting, character design, environment design, and world-building.
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## **ADDITIONAL INFORMATION**

- **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
- **Languages:** English (Fluent), Japanese (Intermediate, N4 certified), Tamil (Working Proficiency), Korean (Basic), Malayalam (Fluent)