SABINE HELLER

Katonah, NY
USA
Email: mail@sabine-heller.com
Web: www.sabine-heller.com

RESUME

WORK EXPERIENCE

04/2021 – Present

MIKROS ANIMATION

Global Head of Characters & Environments
September 2022 – Present
Responsible for the character & environment creation and the involved departments across all projects in all studio locations (Paris, Montreal, and Bangalore). Maintaining and increasing the consistency and quality of characters, advising on bids, schedules, casting, and creative approaches, as well as client communication. Unifying and aligning technical, creative, and structural approaches, identifying current and future development needs, as well as partnering with recruiting, marketing and schools, to develop recruiting strategies and attract and train exceptional talent.

Global Head of Characters
April 2021 - September 2022

05/2009 – 04/2021

BLUE SKY STUDIOS, GREENWICH, CT

Head of Characters
August 2018 – April 2021
Overseeing the creation of all character assets from start to finish, including but not limited to sculpting, modeling, rigging, fur, materials, and garment building.

Character Development Supervisor
September 2013 - August 2018

Rigging Show Lead
January 2013 - August 2014

Senior Character Technical Director
June 2012 - August 2013

Lead Character Technical Director
January 2012 - January 2013

Character Technical Director
May 2009 - May 2012

09/2006 – 03/2009

SPANS & PARTNER, HAMBURG
Technical Director
Character rigging, set supervision, development of pipeline tools, special effects, including water, cloth and particles.

02/2004 – 06/2004

PROSIEBENSAT.1 PRODUCTION, BERLIN
3D Internship

08/2002 – 02/2003

GENTLE GIANT STUDIOS, BURBANK, CA
3D Scanning Internship

10/2001 – 07/2002

COMPUTER GRAPHICS CENTER (ZGDV), DARMSTADT
Research Assistant

07/2001 – 09/2001

IBM HANNOVER
Programming Internship

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EDUCATION

09/2020 – 12/2021	*UCLA, Los Angeles, CA* Certificate in Business and Management of Entertainment
01/2013 – 07/2019	*University of Kent, Canterbury, UK* PhD in Film Studies
09/2004 – 05/2006	*School of Visual Arts, New York, NY* Master of Fine Arts in Computer Art
09/2000 – 07/2004	*University of Applied Sciences Darmstadt, Germany* Diploma in Media System Design

TEACHING

School of Visual Arts, New York, NY, USA (September 2017 - May 2019)
Instructor for courses Thesis I and II in the BFA Computer Art, Computer Animation and Visual Effects department

Filmakademie Baden Württemberg, Stuttgart, Germany (January 18th & 19th 2016)
2 day Graduate Seminar "Face Rigging & Advanced Rigging Concepts for Feature Animation"

AnimSchool, USA (July 2011 - July 2013)
Teacher for "Introduction to Rigging", as well as the creation of the syllabi for introduction, intermediate, and advanced rigging classes

COMPUTER SKILLS

3D Animation: Specialized in character creation workflow & organization
Software: Maya, XSI, Adobe Creative Suite, Shotgun, Office
Operating Systems: Windows, Linux, UNIX, Mac
Programming languages: Python, MEL, PHP, MySQL, HTML, C++

LANGUAGE SKILLS

German (native), English (fluent), French (advanced), Italian (basic), Japanese (beginner)

AWARDS, FELLOWSHIPS, AND GRANTS

2016	VES Award Nomination for „Outstanding Animated Performance in an Animated Feature" on „The Peanuts Movie"
2008	Animago film festival award nomination for TVC CSOB „Coins", Price of the Jury
2005-2006	MFA Computer Art Lab Assistantship, School of Visual Arts
2005	Fulbright Professional Enhancement Grant
2004	Fulbright Scholarship
2002	Scholarship of Carl-Duisberg-Gesellschaft, Germany

PROFESSIONAL MEMBERSHIPS

Academy of Motion Picture Arts and Sciences
Visual Effects Society (VES)
The International Animated Film Society, ASIFA-Hollywood
Women in Animation International, Inc.
Fulbright Alumni E.V.