

Sarah Abbas

3D Animation & Rigging

ABOUT ME

I am a driven and social person who likes to take on new challenges! I have always been creative and during my studies at Stockholm University I fell in love with animation. It's truly magical to see your characters and your game world come to life! As an animator, my goal is to contribute to the immersion in the gaming experience.

EDUCATION

Stockholm University, *Bachelors in Computer Game Development*

August 2021 - June 2024

Completed a Bachelor's degree in Computer Game Development at Stockholm University, Department of Computer and Systems Science.

- Specialization in 3D animation and rigging
- Strong foundation in programming
- Courses in selection:

3D Rendering (Maya, Unreal)

3D Modeling (Maya, Unity)

Programming 1 & 2 (Java, JavaFX)

EXPERIENCE

SPACE Academy, *Educator*

June 2023 - December 2023

Part-time job as an educator in game development and programming for youths aged 11 to 20 at SPACE.

- Pedagogy and teaching
- Stress resistance
- Cooperation with constantly new colleagues
- Problem solving

Råcksta Vällingby Närvård, *Receptionist*

July 2017 - August 2024

Part-time job as a receptionist at a healthcare center. Responsibilities include customer service and administrative work.

- Customer service
- Stress resistance
- Problem solving



CONTACT

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[LinkedIn](#)

PORTFOLIO

sarah-abbas.com

sarahabbas.artstation.com

SKILLS

Programs

- Maya
- Unreal Engine
- Unity
- Substance Painter

Programming Languages

- C#
- Java, JavaFX
- Unreal Engine Blueprint

LANGUAGES

Swedish - native

English - fluent

Arabic - conversational

SELECTION OF PROJECTS AND GAME JAMS

1. **Sonder** – *game project released on Steam*

November 2023 - December 2023

Together with 11 other developers I worked on a co-op adventure game in 10 weeks in Unreal Engine 5. During this project I was the sole animator and was responsible for rigging and animating all characters.

[Link to ArtStation](#) | [Link to Steam page](#)

2. **SPACE LEEK** – *game project*

April 2023 - June 2023

Together with 8 other developers I worked on a 3D-platformer game. During this project I was the sole animator and was responsible for rigging and animating all moving meshes. I also implemented the animations and logic for them in Unreal Engine 5.

[Link to ArtStation](#) | [Link to Itch page](#)

3. **Animated Marble Machine** – *personal project*

November 2022 - January 2023

A diorama modeled and animated in Maya and rendered in Unity. The challenge was to animate a ball moving through a trajectory and interacting with different elements.

[Link to ArtStation](#)

4. **ViBE CATCHER** – *mobile game released on Google Play*

May 2022

Together with 5 other developers I worked on a mobile game. During this project I created 2D assets in pixel graphics, wrote code, made animations and created particle effects in Unity.

[Link to the app's page on Google Play](#)