

SARAH CLIFTON YANDELL

XR Developer and Immersive Artist

- ✧ **Email:** sarahclifton21@outlook.com
- ✧ **Linkedin:** [linkedin.com/in/sarah-clifton-yandell](https://www.linkedin.com/in/sarah-clifton-yandell)
- ✧ **Web:** www.sarahcyandell.com
- ✧ **Phone:** (901)461-9439

Software & Skills

Unreal	Unity	NVIDIA Omniverse	ZBrush	Maya	Substance Designer	Substance Painter	Photoshop	Blender
Perforce	3D Modeling	Texturing	3D Sculpting	Optimization	UV Mapping	Lighting		
VR Game Development	Set Dressing	3D Animations	Procedural Materials	Agile Methodology				

Experience

NASA OSTEM

Spring Internship - XR and Asset Development (January 2024 - Present)

- ✧ Taking my assets from the Summer and Fall semesters and importing them into NASA's XR Operations Support System (XOSS), which runs on a custom version of Unreal Engine 5
- ✧ Implementing all of the custom interactions I made inside a standard version of Unreal Engine 5.1 during the Fall Semester into XOSS
- ✧ Creating new models and adding more details to existing models. I will also add new interaction systems for the Habitable Airlock (HAL) model inside XOSS

Fall Internship - XR and Asset Development (August 2023 - December 2023)

- ✧ Created an interactable, high-fidelity, VR model of the Habitable Airlock (HAL) Mockup for XR - HAL will be implemented into NASA's XR Operations Support System (XOSS)
- ✧ Developed CAD model into an optimized 3D asset (Modeled, UV Mapped, Textured, Animated)
- ✧ Animated the HAL hatch model inside MAYA 2024 using a baked keyframe animation. Used the play-rate of the animation inside a blueprint to create a VR interaction in Unreal Engine 5.1

Summer Internship - XR Development and Computer Vision (June 2023 - August 2023)

- ✧ Researched Neural Radiance Fields and how NASA could utilize them
- ✧ Learned how to make photogrammetry scans and optimize them for Unreal Engine 5
- ✧ Modeled assets for environments in Blender then put them into Unreal Engine 5

MGM x SCAD Pro

Internship/Sponsored Course - (March 2022 - June 2022)

- ✧ A SCAD Pro Sponsored course is similar to an internship where you are chosen by the college to work with for a company with a group of students for a quarter
- ✧ Developed Environments for an XR Stage Volume using Unreal Engine
- ✧ Worked extensively with Perception Neuron Motion Capture Suit and implemented into Unreal Engine 4
- ✧ Optimized assets for VR

5th Dimension Architecture

Internship - (June 2021 - September 2021)

- ✧ Created immersive VR environments in Enscape by taking architectural CAD assets from Revit
- ✧ Worked on all of the lighting and set dressing in Enscape
- ✧ Created a material library using procedural material generation in Substance Designer
- ✧ Created a custom 3D asset in Blender

Internship - (June 2020 - Sept 2020)

- ✧ Took architectural CAD assets from Revit and created VR environments in TwinMotion
- ✧ Wrote a manual for TwinMotion 2020.2 to teach other employees

Education

Savannah College of Art and Design - (September 2017 - June 2022)

- ✧ Bachelor of Fine Arts | 3.55 GPA (Cum Laude) Interactive Design and Game Development (ITGM)
- ✧ Bachelor of Fine Arts | 3.55 GPA (Cum Laude) Immersive Reality (ARVR)