## SARA FISHER

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www.sarafisherart.com

### **Skills**

Experience with the programs:

• Microsoft Word, Excel, Adobe Photoshop, Flash, Adobe Premiere, After Affects, Illustrator, InDesign, Maya, TouchDesigner, Unity, 2DLive

Experience with computer languages:

• HTML, CSS, Python

#### **Education**

University of North Carolina at Asheville Bachelor of Art May 2009 Major: Multimedia Arts and Sciences, Emphasis in Interactive Design Graduated *Cum Laude* with *Distinction in Multimedia Arts and Sciences* 

NC State Art and Design, Masters in Design May 2020

## **Work Experience**

NC State (08/21-Current)

Teaching Assistant under Tania Allen advising graduate students in the Art & Design program

• Organizing classes and discussion, providing guidance and feedback for graduate work

NC State (08/19-5/20)

Teaching Assistant under Sally Van Gorder for the online course Color and Light

• Providing feedback to students on their work, as well as instigating conversation between students to help them engage with criticism with their classmates.

NC State (01/19-06/19)

VR Developer under Dr. Xinyu Zhang and Emil Polyak for a grant in association with DELTA

Implementing a 3D model of the bioreactor lab into VR with Unity, establishing user interactions
with the model, including replicating student protocol to allow students to gain the experience
of using the lab through VR

NC State (10/18-12/18)

Animator working with Conductor Peter Askim and Choreographer Tara Z. Mullins for the Raleigh Civic Symphony Orchestra

- Designed animation to match the tone of the performance, while also visually enhancing the performance of the dancers.
- Maintained projector in the auditorium during practices and performances

State Employees' Credit Union (02/11 – 06/18)

Senior Financial Services Officer under Kevin O'Brien

• Advanced from a teller position to a senior officer position and completed certification in Insurance, Tax services, and Mortgages

# **Published Works**

S. Fisher, E. Polyak, X. Zhang (2019) A BIOREACTOR IN VIRTUAL REALITY AND VIDEO GAMES TO ENHANCE THE LEARNING EXPERIENCE IN BIOPROCESS LABS, EDULEARN19 Proceedings, pp. 5294-5303.