

SARAH CAVE

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PRODUCTION EXPERIENCE

MARVEL STUDIOS

February 2018 – Present

VFX Coordinator | CAPTAIN MARVEL

- Primary responsibilities, coordination of Third Floor Previs and Postvis teams.

April 2017 – February 2018

VFX Coordinator | BLACK PANTHER

- Primary responsibilities, running vfx screening room, all vfx 2K reviews, color dailies, asset reviews and final tech checks.

April 2015 – July 2015

Stereo Coordinator | ANTMAN

- Primary responsibility, coordination of vfx elements and element notes to and from stereo and vfx vendors.

February 2015 – April 2015

Stereo Coordinator | AVENGERS: AGE OF ULTRON

- Primary responsibility, coordination of vfx elements and element notes to and from stereo and vfx vendors and also responsible for stereo supervisor notes and coordinating with vfx vendors on all stereo graphic heads up display (HUD) shots and native stereo shots.

WARNER BROTHERS PICTURES

February 2016 – July 2016

Stereo Coordinator | SUICIDE SQUAD

- Primary responsibilities, coordination of vfx elements, shot turnovers, deliveries to and from department and editorial, io support.

DIGITAL DOMAIN (DD)

August 2013 – April 2014

Sequence Coordinator | MALEFICENT

July 2012 – July 2013

Senior Digital Coordinator | ENDER'S GAME

June 2012 – July 2012

Digital Coordinator | JACK THE GIANT SLAYER

February 2012 – May 2012

Digital Coordinator | GI JOE: RETALIATION

August 2011 – February 2012

Assets, Rigging & Animation Coordinator | PARADISE LOST

May 2010 – May 2011

Animation & Rigging Coordinator | TRANSFORMERS 3: DARK OF THE MOON

February 2010 – May 2010

Digital Production Coordinator | TRON LEGACY

April 2009 – January 2010

Pipeline, Animation, Rigging & Creature Development Coordinator | PERCY JACKSON

July 2008 – March 2009

Animation, Rigging & Integration Coordinator | GI JOE: THE RISE OF COBRA

June 2007 – April 2008

Art & Assets Coordinator | SPEED RACER

May 2007 – June 2007

Production Coordinator | THE CURIOUS CASE OF BENJAMIN BUTTON

7/05/2018

Dec. 2006 – April 2007
Walk-through Coordinator | PIRATES OF THE CARIBBEAN III

RADIUM INC. (Los Angeles)
April 2006 – Nov. 2006
Production Coordinator & Vault Manager | THE HOLIDAY

VALHALLA MOTION PICTURES
Sept. 2004 – March 2005
Production Intern

CREATIVE EXPERIENCE

LITTLE BLUE STUDIOS
1999 – Present
Creative Director and Founder

MARVEL STUDIOS
June 2018 | CAPTAIN MARVEL
VFX Crew Apparel Designer

June 2017 - February 2018 | BLACK PANTHER
Black Panther VFX Concept Artist
Laboratory mannequins and Rhino battle armor concepts and U.N. monitor graphic design.

February 2018 | BLACK PANTHER
Black Panther Post-Production Crew Gear Designer

July 2015 | ANT MAN
Stereo Crew Apparel Designer | ANT MAN

ALPHA-ROBOTS: An Alphabet for All Ages
May 2017
Author and Illustrator

PARAMOUNT PICTURES
July 2016
VFX Crew Apparel Designer | STAR TREK BEYOND

RED FROG MEDIA
2012 - 2016
Book Cover Illustrator

RIPT APPAREL
Featured Artist

TEE FURY
Featured Artist

GALLERY NUCLEUS & NICKELODEON STUDIOS
March 7th – March 22 2015
LEGEND OF KORRA/AVATAR THE LAST AIRBENDER TRIBUTE EXHIBITION
Featured Artist. Original art & gallery show exclusive print.

DIGITAL DOMAIN (DD)
August 2013 – April 2014
Conceptual Artist & Crew Apparel Designer | MALEFICENT
July 2012 – July 2013
Conceptual Artist & Crew Apparel Designer | ENDER'S GAME
May 2010 – May 2011
Crew Apparel Designer | TRANSFORMERS 3: DARK OF THE MOON

VALHALLA MOTION PICTURES

2004 - 2007

Web Master and Designer

LOWRY DIGITAL IMAGES

March 2005 – March 2006

Digital Restoration Artist | 101 DALMATIONS, THE JUNGLE BOOK, STEAMBOAT WILLY, JAMES BOND COLLECTION

AWARDS & AFFILIATIONS

February 2017

Official Selection | RIPT APPAREL

Official Selection of RIPT Apparel's 2017 RIPT Academy Award Parody Poster Contest.

VISUAL EFFECTS SOCIETY

2014 - Present

Member

Grand Prize | DARK HORSE COMICS

November 2005

Grand Prize Winner of the Dark Horse Comics Aeon Flux Art Contest.

Drawing published in Aeon Flux # 4 issued Jan. 6th, 2006.

Best Cinematography/Best of Boston | LAST BATCH

April 2004

Winner: Best Cinematography - 48 Hour Film Project

Winner: 10 Best of Boston - Boston Underground Film Festival

EDUCATION

Summer 2004

University of Southern California (USC); Los Angeles, CA USC School of Cinema & Television Summer Production

Sept. 1999 – June 2003

Rhode Island School of Design (RISD); Providence, RI

BFA in Film, Animation & Video

SKILLS/TOOLS

Production & Management: Microsoft Office, Gmail & Google Docs, Shotgun, Aspera, Filemaker, Filezilla, Skype, Cinesync, RV

Design & VFX: Adobe Photoshop, Illustrator, Muse, After Effects, AVID, Premiere, Digital Cameras, basic knowledge of Maya & Nuke.

* References available upon request