Sana Kakumanu

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CG GENERALIST

Detail-oriented computer graphics generalist with a passion for look development and video editing. Interested in cross-functional collaboration between creativity and technology to produce innovative storytelling.

EDUCATION

School of Visual Arts, New York, NY   Expected Graduation May 2027

Bachelor of Fine Arts: Honors Program 3D Animation and Visual Effects (GPA: 3.93)

WORK EXPERIENCE

Cosm Studios and X Labs, New York, NY   June 2025 – Present

Senior Community Intern

- Supported production for full dome films by creating RFPs, conducting market research, and proposing talent
- Research and create profiles on artists, creators, and companies, while staying updated on industry trends and sharing insights with the team.

Cosm Studios and X Labs, New York, NY   January 2025 – May 2025

Community Intern

- Capture photo and video content for @cosmxlabs, write copy that aligns with brand voice, and engage with the community.
- Research and create profiles on artists, creators, and companies, while staying updated on industry trends and sharing insights with the team.

School of Visual Arts, New York, NY   January 2025 – Present

3D and Visual Effects Department Lab Assistant

- Greet and assist students, faculty, and visitors, ensuring adherence to facility policies and checking IDs for proper access.
- Check in and out equipment (headphones, tablets, etc.) and perform weekly room checks, ensuring cleanliness and station functionality.
- Troubleshoot and provide initial support for student/faculty issues, escalating as needed.

National Aeronautics and Space Administration (NASA) - Langley Research Center, Hampton, VA   June 2024 – August 2024

Digital Communications Intern

- Drafted and managed social media content for NASA Langley Research Center across multiple platforms including YouTube, X, Meta, etc.
- Led the development of a collaboration post with @nasainternships, amassing over 50,000 views.
- Coordinated locations, interviewed candidates, scripted, filmed, and edited video content.
- Visualized center capabilities, including intelligent flight systems and atmospheric characterization, via 3D animation and designed graphic materials.
- Presented as a panelist on Generation Z media consumption habits to 96 NASA communications leaders and supported the Aeronautics Research Directorate site development.

Monroe Township High School Board of Education, Monroe Township, NJ   September 2022 – June 2023

Graphic Design Intern

AWARDS

Scholastic Art and Writing Silver Medal in Painting: *Divided***,** 2023

EXTRACURRICULARS/LEADERSHIP ROLES

- SVA Student Leadership: 3D Modeling Club Co-Leader (2024-2025), 3D Animation and Visual Effects Student Senator - The Visual Arts Student Association (2024-2025)
- Volunteering: New Jersey Parent Teacher Association Youth Representative (2022), Youth Leadership Toastmasters Advisor (2020-2022)

SKILLS AND INTERESTS

- Proficient in Autodesk Maya, Unreal Engine, Google Workspace, Nuke, and PrusaSlicer
- Adobe Creative Cloud: Illustrator, Photoshop, InDesign, Animate, Substance Painter, After Effects, Premiere Pro
- Interested in photography and social media