

**Sarah Bennett-Davidson**  
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## Education

- 2024-2027 MFA (to be completed) Experimental Art & Technology, University of New Mexico, Albuquerque, NM
- 2024 BAIA (in progress) in Experimental Art & Technology/Film, University of New Mexico, Albuquerque, NM (expected graduation: Aug. 2024), GPA (current): 4.20
- 2021 AAS with Highest Honors in Integrated Studies, Central New Mexico Community College, Albuquerque, NM, GPA:4.0, 2021 Ernest Garcia Emerging Artist Award
- 2019 Professional Certificate in Film Post-Production, Central New Mexico Community College, Albuquerque, NM, GPA:4.0
- 2020– The Node Institute (various courses, ongoing), Berlin, Germany
- 2000–2007 Movement Research (various courses), New York City, NY
- 1998–2002 Merce Cunningham Studio Professional Training Program (partial), NYC, NY
- 1999–2000 BFA Program in Dance (partial), Columbia College Chicago, Chicago, IL

## Exhibitions and Performances

- 2024 *Designing the Future*, Rainosek Gallery
- 2023 *Runway Exhibition*, ARTSLab
- 2023 *Edge Conditions*, ARTSLab

## Awards

- 2023 Coup de Coeur du Jury Fiction, Festival International du Film Panafricain Cannes, *Agent Peach* (cinematography)
- 2021 Ernest Garcia Emerging Artist Award
- 2021 Shortlist, Communication Arts Photography Annual, Student Work, *Eric Petersen Project*
- 2021 Shortlist, Communication Arts Photography Annual, Student Work, *Primitives*

## Related Experience

### Cinematographer:

- 2023 *Agent Peach*, dir Benji Lange (2023 Coup de Coeur du Jury Fiction, Festival International du Film Panafricain Cannes)
- 2022 *Las Cosas Que Dijimas*, dir Luis Peña-Álvarez (post-production)
- 2022 *Monolito*, dir Elena Sakuda (post-production)
- 2020 *Priscilla*, dir Elena Sakuda (2021 LA Horror Film Fest Selection)

### Photography:

- 2021 *Eric Petersen Project*, (Shortlist, Communication Arts (Photography), Student Work)
- 2021 *Primitives*, (Shortlist, Communication Arts (Photography), Student Work)

## Professional Experience

### Work Study:

2023–2024 (current) Lab Monitor-Experimental Art and Technology, UNM Department of Art,  
Supervisor: Adriana Valls

I assist students and others using the equipment in the labs such as 3d printers, laser cutters and computers, sign in visitors and help maintain the spaces and equipment.

2019–2020 Work-study, Film Cage, CNM Film Program,

Supervisor: Ember Reyes

Assisted students and faculty using cinema equipment. Assisted with classroom film shoots and tutored students one-on-one in cinematography, editing, lighting and sound. Maintained spaces and equipment and helped construct film sets.

## Skills

### New Media:

- Object-Oriented Programming
- Projection Mapping
- Realtime Applications
- Node-based workflows
- Parametric 3D modelling
- Shader Programming
- Audio Programming/Software
- Photogrammetry
- Digital Fabrication
- Physical Computing
- Augmented Reality

### Software and Languages:

- vvvv/VL
- Adobe CC
- Rhino3D and Grasshopper
- TouchDesigner
- openFrameworks
- Max/MSP
- Python
- C++
- C#
- FUSE Library
- Processing
- HLSL
- GLSL
- Arduino

### Other:

- Cinematography
- Film/Video Production
- Visual Art
- Photography
- Video Editing
- Color Correction
- Motion Graphics
- Sound Recording and Design
- Textiles
- Choreography
- 16mm Filmmaking