

WORK EXPERIENCE



Concept/Visual Development Artist

Lucy Studios | Remote Contract/Los Angeles, CA | 2021 - 2023

- Research historical period and collaborate with Art Director to develop stylistic choices, and ensure all interdepartmental needs & details are represented in concept designs, through consistent team communication and critique.
- Create original concept sketches for environments & props, rough graybox models, and prep all materials for 3D department.
- Line of communication between studio and external development artists to maintain consistent, accurate vision for all props, environments, and overall visual development for 3D puzzle-adventure game.



Freelance Visual Artist

Present

- Provides wide range of creative services including graphic, logo & apparel design, painting, drawing, and web design & branding.
- Effective time management & communication with clients involving project updates.
- Clients include: Savage Ultimate Apparel, Dallas HD Films, Gravocore Fitness, LitWorld, Bay Leaf Bitters Co., WAVE Movements Pilates, and Federation, Oakland United, & Smog City Breweries.



Graphics Department Lead

S.K.I. Beer Wholesale Corp. | Brooklyn, New York | 2016 - 17

- Deliver all printed and digital marketing materials representing extensive portfolio of craft and import beer including: posters, menus, tap handle stickers, and sales catalogues.
- Manage the design and delivery process of all sales materials for 100+ reps.
- Update company's social media strategy to expand internet presence across all platforms to reach customers and maximise brand.
- Develop & maintain company website, keeping all data current.
- Delegating and overseeing work of jr. graphic designer/social media coordinator.



Creative Intern

TPN Retail | Global Advertising Agency | New York, New York | 2015



Instructor of 3D Modeling & Animation

iD Tech Camps | Tech-Based Summer Program | Miami, Florida | 2014



Intern / Freelance Graphics Artist

Dallas HD Films | Video Production House | Dallas, Texas | 2012-13

- Intern of the Year Award

EDUCATION

MA | Game Development (Concept Art)

Academy of Art University
San Francisco, California | 2018 - 20
- Industry Spring Show 2020 Finalist

BFA | Animation

Savannah College of Art and Design
Savannah, Georgia | 2011 - 15

SOFTWARE TOOLBELT

Photoshop
Illustrator
After Effects
Premiere
InDesign
ProCreate
Autodesk Maya
Blender
ZBrush
Web Design

FIELDS OF STUDY

Visual Development & Storytelling
Concept Art
Prop & Environment Design
Traditional Drawing & Painting
Digital Painting & Illustration
Colour Theory
Graphic & Web Design
Psychology
Art History
English & Writing

SHORT FILM CREDITS

Visual Development
Flicker
Life on Pause
3D Modeler
Life on Pause
The Neighborly Crocodile
Tension
AWake

MEET SAM

Extroverted team player
"Easy to work with"
Thrives on creative collaboration & relationship building
Thorough reference & research practices
Passionate about pushing visual style & aesthetic
Quick & eager to learn
Constantly absorbing the world as inspiration