SAM HASTINGS | THEY/THEM

VISUAL DEVELOPMENT | CONCEPT ART

WORK EXPERIENCE

Freelance Visual Artist | 2012-Present

- Wide range of both print & digital creative services including graphic, logo, and apparel design, painting, drawing, and web design/branding, and UI Design.
- Clients include Blue Train College Prep, Savage Ultimate Apparel, Dallas HD Films, Bay Leaf Bitters Co., and Federation, Oakland United & Smog City Breweries.

BG Paint and Environment/Prop Design | Short film *Doggozord*

Award-Winning animated short film | LA Animation Festival 2025

Nominated at 2026 Liverpool Indie Awards, Sidewalk Film Fest + more

Concept/Vis Dev Artist - Lunacy Studios | Los Angeles, CA

3D Puzzle-Adventure Game *House of Hikmah* | Concluded 2023

- Thoroughly researched cultural/historical period, gathering extensive visual reference and collaborating with Art Director to develop stylistic choices.
- Created original concept sketches for environments & props, rough gray box models, prepped all materials for 3D department, and functioned as a main line of communication between internal departments and external dev teams.

ADDITIONAL EXPERIENCE

Creative Director of Graphics & Branding | S.K.I. Beer Wholesale Corp.

Brooklyn, NY | 2016-17

Creative Intern - TPN Retail Global Ad Agency

New York, NY | 2015

3D Modeling & Animation Instructor | iD Tech Camps

Miami, FL | 2014

MEET SAM

Extroverted team player who thrives on creative collaboration & relationship building. Extremely thorough reference & research practices. Always eager to learn & easy to work with. Constantly absorbing the world as inspiration and passionate about using this to push visual style & design.

SKILLS TOOLBELT

Visual development, concept art, prop & environment design, background paint, graphic design (digital & print), motion graphics, traditional & digital drawing/painting, research & visual reference gathering, colour theory, web design, UI design.

TECHNICAL TOOLBELT

Adobe Photoshop, Illustrator, After Effects, InDesign, Maya, Blender, Slack, Zoom, Google Meets, Notion, Discord, ProCreate, Figma, Wix web design

EDUCATION

Master of Arts - Game Development (Concept Art)
Academy of Art University

San Francisco, CA | 2018-2020

Industry Spring Show Finalist 2020 (Digital Painting)

Bachelor of Fine Arts - Animation
Savannah College of Art & Design

Savannah, GA | 2015

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