Samantha Williams *- Game Artist*

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Technical Skills

Photoshop - Advanced **|** 9 years experience | **After Effects -** Intermediate **|** 3 years experience
Autodesk Maya - Intermediate **|** 3 years experience | **Unity 3D -** Beginner **|** 2 years experience
Illustrator - Beginner **|** 1 years experience

Work Experience

(Roles)

2D Artist - Created 2D digital assets for games (characters, backgrounds, items, menus, HUDs, particle effects, etc.) using Photoshop
Illustrator - Painted detailed digital images using Photoshop
3D Artist - Modeled, UVed, and textured characters and enivronment assets. Rigged characters, modeled. Animated objects and characters. Used Maya and Photoshop.
Animator - Animated 2D assets for games (machines, characters with changeable expressions, looping frame-by-frame animations). Animated 3D objects and characters. Used Maya and After Effects.

Lightborne Lore, LLC | (June 2010 to present)

2D Artist, Animator | Projects - *Cracked, Perpetua, Veil*

> Cracked - Created digital paintings of backgrounds and important items. Drew modular 2D characters with expressions in Photoshop
> Perpetua - Created a menu and background assets in Photoshop. Created and animated GUI in Maya. Animated 2D machines in Maya and Unity 3D
> Veil - Created modular 2D characters with expressions in Photoshop

Split Pixel Studios, LLC | (June 2012 to present)

2D Artist, 3D Artist, Animator | Projects - *Sarah's Adventure*

> Sarah's Adventure - Modeled, UVed, textured, rigged, and animated an enemy character in Maya and Photoshop. Touched up UVs on someone else's model and created detailed textures in Maya and Photoshop. Drew 2D assets (backgrounds, menus, buttons, HUD, particle effects) using Photoshop. Animated 2D gifs in menus, animated 2D loading screen using Photoshop and Maya

GRID Lab Studios | (December 2011 to June 2012)

2D Artist, 3D Artist | Projects - *PORTS: Future*

> PORTS: Future - Modeled, UVed, and textured building assets for a semi-realistic 3D map in Maya. UVed, textured, and rigged an animatable character and bicycle in Maya. Created promotional materials and user manual in Photoshop

Sprayboks, LLC | (August 2010 to present)

Illustrator | Projects - *Various*

> Various Projects - Created digital illustrations in a range of styles (detailed painting, graffiti, sketchy, etc.) using Photoshop

Class Projects | (September 2009 to present)

2D Artist, 3D Artist, Animator | Projects - *SunSat (2011), SunSat (2012), Nightshift, Gull, 2012 Game Jams*

> SunSat (2011) - created 2D animations pertaining to Space Based Solar Power (SBSP). Presented at ISDC 2011 in Huntsville, AL
> SunSat (2012) - created 2D/3D animations pertaining to SBSP and space elevators. Presented at ISDC 2012 in Washington, D.C.
> Nightshift - created concept art and textures for various environment assets and character models
> Gull - Art DIrector for a small student team. Helped establish consistent art style. Modeled, textured, rigged, and animated an avian character and created various 2D and 3D game assets.
> 2012 Game Jams - Art DIrector for a small student team. Helped establish consistent art style. Modeled, textured, rigged, and animated an avian character and created various 2D and 3D game assets.

Education

Ohio University - (2009 to present) B.A. in Digital Media: SEGA, with A.S. in Computer Science

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Other Experience

OUGDA | Webmaster, Member
- Managed OUGDA's website, posted to the blog, announced meetings, fundraisers, and other activities, managed member roster, maintained site formatting and organization
- Tutored younger students in 2D art and animation
- Planned meeting topics and activities with other officers and helped lead meetings

Russ College of Engineering Ambassadors | Member, Professional Development Committee
- Represented the college to prospective engineering students, visiting faculty, alumni, and board trustees
- Led tours of school facilities for above persons, including special "Discovery days" for high school groups
- Organized professional and social events with the Professional Development Committee
- Led Student Orientation for prospective computer science students