

# SAMUEL WALL - 3D Art Director | Sr Artist

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## Summary

Highly motivated and always working to learn and grow. Able to balance an artistic vision with demanding production schedules through prioritization and smart solutions. Engaged in the creative process, happy to receive and provide feedback. Extensive experience working closely with designers and engineers to produce original content.

## Experience

### Schell Games - AAA Interactive Experience

#### Game Art Director • April 2018 – Present

- Worked with creative leads at a major amusement park company to understand and communicate the artistic vision of the product
- Held a cohesive art vision for an AAA experience through style guides and clear communication
- Directed and managed the creation of quality art from pre-production to polish, through establishing art pipelines with senior artists and tracking feedback of 2d and 3d assets
- Worked closely with directors and artists so the art team worked closely with Production, Technical Leads, and Design teams to accomplish needs in creative ways
- Managed and art directed outsourced art assets from multiple art disciplines
- Managing and mentoring 3D artists across the studio on other projects and styles different from my project.

### Cryptic Studios - Star Trek Online

#### Game Art Director • October 2017 – March 2018 • December 2014 – October 2016

- Directing and managing the creation of quality art from pre-production to completion for major releases and updates.
- Leading, managing, and mentoring a team of artists across multiple disciplines including character artists, environment artists, ship artists, VFX artists, animation, UI/UX artists, and concept artists.
- Holding a cohesive art vision through clear communication and art style guides.
- Working closely with other leads to plan and schedule feature content and micro-transaction releases.
- Oversaw the port from PC to Xbox One and PS4, updating the lighting system and relighting the entire game.
- Created key art compositions for marketing and the community.
- Managed Outsourcing needs.
- Received peer recognition for Leadership 3 times.

### Cryptic Studios - Neverwinter

#### Senior Artist • May 2017 – October 2017

- Assessed potential upgrade of the rendering engine.
- Overhauled older models to a higher quality.
- Worked closely with designers to produce original content, bringing 2d layouts to fully polished 3d levels in game.
- Worked closely with other artists to support them.

- Collaborated and communicated with art and design leadership to maintain a consistent art vision and incorporated suggestions and feedback.
- Mentored the art team and leadership on quality, processes and best practices.

## Cryptic Studios - Magic: The Gathering MMO

### Game Art Director ◦ October 2016 – May 2017

- Rapidly executed a variety of prototypes from concept art to 3D to test viability.
- Established the art vision and direction through documentation to ensure that the art style remained consistent.
- Worked with Wizards of the Coast to translate the Magic IP into distinct 3d visual style.
- Built, evaluated and revised art schedules and managed the team's execution of them.
- Served the team as a creative resource, assisting in the resolution of complex problems, and helping them grow in their roles.
- Led a small team of artists and worked with designers and software engineers to make a playable vertical slice.

## Cryptic Studios - Star Trek Online

### Lead/Senior Environment Artist ◦ August 2013 – December 2014

- Consistently led a team of 5 other environment artists in order to execute and fulfill the art director's vision.
- Worked with production to ensure the highest possible quality while maintaining a workable schedule.
- Set high standards and established best practices for environment team.
- Finalized all maps before release through polishing lighting and assets.
- Responsible for training and mentoring all new environment artists.

### Environment Artist ◦ January 2009 – August 2013

- Produced modular kits, assets, textures, and materials.
- Responsible for level art and layout with unique lighting using existing assets and minimal asset creation.
- Involved in the planning and execution of profitable in-game special events.

## Shipped Titles

- Star Trek Online
- STO Free to Play
- STO Legacy of Romulus
- STO Delta Rising
- STO Agents of Yesterday
- STO Console
- Neverwinter: Tomb of Annihilation

## Software

- Modo
- 3DS Max
- Substance Designer
- Blender
- Quixel Suite
- Unreal Engine 4
- Unity
- Photoshop
- Substance Painter
- Illustrator
- ZBrush
- Maya

## Education

The Art Institute of California, San Diego – Bachelor of Science in Game Art & Design  
December 2008

## Certifications

Scrum Master Certification, February 2017