

# SAMUEL WALL - Art Director | Senior 3D Artist

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## Summary

12 years in the game industry, 7 years as an art director. Shipped 9 titles and expansion packs. Intimate understanding of art discipline pipelines. Excelling at mentoring and building collaborative, respectful working environments.

## Experience

Schell Games - April 2018 – Sept 2021

Art Director ◻ Internal IP Oculus Quest Project ◻ Dec 2020 – Sept 2021

- Led the creative process from art vision through polish
- Concepted and prototyped in Unreal with Blender and Substance Painter, establishing visual fidelity
- Collaborated with production, design, and programming to help schedule and implement ideas and features for the project
- Reviewed artwork daily and provided feedback to ensure the highest quality and remove roadblocks
- Worked with artists, engineers and designers to meet the technical requirements of mobile VR technology
- Responsible for addressing feedback from the studio chief officers
- Mentored and directed artists of different disciplines including concept, character, animation, environment, VFX, sound, UI/UX, and lighting

Art Director ◻ Medical Device VR Experience ◻ May – Oct 2020

- Worked with a medical device company to create a VR experience to help patients fight depression
- Originated an art style and style guide for the client that they accepted without any change requests
- Used a custom version of Unreal Engine 4 to deliver a relaxing experience
- Collaborated with design, art, and production to deliver the highest visual quality experience within the technical requirements of the headset
- Managed and led members of all art disciplines
- Ensured all deliverables were on time and accounted for

Art Director ◻ WEB SLINGERS: A Spider-Man Adventure ◻ April 2018 – Nov 2020

- Worked with creative leads at Disney Imagineers and Marvel to create an interactive experience ride
- Held a cohesive art vision for this AAA experience through style guides, clear communication and addressing feedback
- Managed the creation of quality art from pre-production to polish, through establishing art pipelines with senior artists and art leads
- Managed and lead members of all art disciplines
- Established better practices for cross-discipline work with the art team
- Organized and managed art direction of outsourced art assets for multiple art disciplines
- Used custom version of Unreal Engine 4 to deliver a very high visual fidelity experience

Cryptic Studios - Jan 2009 - March 2018

Art Director ◻ Star Trek Online ◻ Dec 2014 – Oct 2016 ◻ Oct 2017 – March 2018

- Directed and managed the creation of quality art from pre-production to completion for major releases and updates
- Worked closely with directors 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
- Led, managed and mentored a team of artists across multiple disciplines
- Received peer recognition for leadership 3 times

#### Senior Artist ▫ Neverwinter ▫ 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
- Collaborated and communicated with art and design leadership to maintain a consistent art vision and incorporated suggestions and feedback
- Worked closely with leadership to improve quality, processes and best practices

#### Art Director ▫ Magic: The Gathering MMO ▫ Oct 2016 – May 2017

- Led a small team of artists and worked with designers and software engineers to make a playable vertical slice
- Worked with Wizards of the Coast to translate the Magic IP into a distinct 3D visual style
- Established the art vision and direction through documentation to ensure consistent art 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

#### Lead/Senior Environment Artist ▫ Star Trek Online ▫ Aug 2013 – Dec 2014

- Consistently led a team of 5 environment artists 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 the environment team
- Polished lighting and assets for consistency in all maps before release
- Responsible for training and mentoring all new environment artists

#### Environment Artist ▫ Star Trek Online ▫ Jan 2009 – Aug 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

#### Software

Blender, Modo, Maya, 3DS Max, Substance Painter, Substance Designer, Quixel Mixer, Unreal Engine 4, Unity, Photoshop, Illustrator, ZBrush, Perforce, Google Suite, Microsoft Office Suite

#### Education

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