

Samuel Fernandez

Environment Artist

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Work Experience:

Creative Project Manager at Britelite Immersive

October 2014 - Present

My responsibilities included:

- 3D art production
- Managing internal design and development meetings.
- Contribute to concept sessions.
- Provide creative asset production assistance.
- Provide development support when needed.
- Create 3D environment concept renders when needed.
- Perform quality control reviews and guidance when needed.
- Identify opportunities to improve project efficiency and communication between teams.
- Handling logistics.

Contract Lead 3D Artist at Britelite Immersive

August 2014 – October 2014

My responsibilities included:

- Giving art assignments and management of all 3d art assets.
- Training of other team members on software and workflow.
- Critiquing all models and textures to ensure they met with the art style and quality standards.
- 3D art production.

Lead 3D Art Intern at Enemy Spawn

September 2013 – May 2014

My responsibilities included:

- Help create the art pipeline and art direction.
- Giving art assignments and helping keep track of assets.
- Critiquing all models and textures to ensure they met with the art style and quality standards.

Software skills:

- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop
- Unreal Engine
- Unity
- XNormal
- Quixel Suite