

# Samuel Fernandez

## Environment Artist

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## Work Experience:

### **Environment Artist at WB Games San Francisco**

July 2016 - Present

My responsibilities included:

- Model, texture, light, and set up in-engine 3D environments for production
- Model, texture, and set up in-engine 3D props for production

### **Creative Project Manager at Britelite Immersive**

October 2014 - July 2016

My responsibilities included:

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

### **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
- Substance Painter
- Substance Designer (Novice)
- Unreal Engine
- Unity
- XNormal
- Quixel Suite