

Samuel Wall

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SUMMARY OF QUALIFICATIONS:

Two years plus experience going to a technical trade school, learning the processes in creating game art and design. Successful in a three year accelerated program Specifically in the areas of modeling and texturing to create unique designs. Able to create unique and interesting environments. Able to 3d programs to create realistic looking models, with combination of Photoshop to create Textures to reflect that.

SKILLS:

Zbrush	Mudbox
Painter	CrazyBump
Premiere	Specular, Bump, Normal mapping
3Ds Max	High to low poly Modeling
Maya	XNormal
Photoshop	Nvidia Normal map plugin

EDUCATION:

The Art institute of California-San Diego
Bachelor of Arts, Game Art & Design

December 2008

CREATIVE EXPERIENCE:

Red Shift – Project Howl Co-lead

June 2008

- Responsible for organizing, scheduling, and meeting of deadlines for a group of 8
- Modeled and textured Props and Environments
- Lead level designer for flash based game
- Dealt with conflict resolution with success
- Worked with Joe Shoepack at Sony

Dr. Von Rosenthal's Sitting Room

- Making and Meeting Deadlines
- Researched, collected resource materials, and concepted
- Modeled, textured, and sculpted environment and props
- Responsible for lighting and rendering

WORK EXPERIENCE:

Restoration hardware – Stock Clerk

Oct 2005 – Present

- Organizing, cleaning, and processing the stockroom and shipments
- Taking on management responsibly with the lack of management in the stock room
- Ensuring the customer and sales team with the proper items
- Design winter '07 poster for the Fashion Valley Store

PERSONAL PROFILE:

A balance of personal and professional experience. Qualified in 3Ds max, Maya, and Photoshop. Able to take charge when needed, works well with others, and meets deadlines.