

Sam Gutiérrez

Samiam3d.com

2440 California St. • San Francisco, CA 94115 • 1-818-399-2494 • Samiam3D@gmail.com

Skills

Unity 3D	Art team management	Maya
Design & prototype	Photoshop	Perforce/Tortoise SVN
Outsourcing management	MudBox	Asset manager

Work Experience

Lead Artist; Wandake Inc; Palo Alto, Ca **January 2015 – April 2015**

- World builder
- Prototype game ideas
- Helped develop art style
- Directed and managed both in house and outsourced concept art
- Integrated environment and character assets into Unity

Lead Artist Outsourcing; EA/Visceral Games; Redwood City, Ca **August 2013 – December 2014**

- Managed the outsourcing of art assets from EA Shanghai
- Worked directly with EA Shanghai art directors, leads, and project managers on a daily basis to establish expectations
- Collaborated with internal team leads, designers, producers, and development directors to assess outsourcing needs and generate asset list
- Worked with art directors to set aesthetics expectation for outsourced request
- Set technical specs for outsourced assets
- Reviewed and critiqued assets to insure that they followed both technical and aesthetic requirements
- Asset Manager for in-house and outsourced assets
- Set outsourcing pipeline and review process

Lead Artist; Fancy Turnip; Los Angeles, Ca **April 2013 – August 2013**

- Developed art style for mobile games
- Created all 3D environments, vehicles and props
- Directed both in house and outsourced concept art

Lead Artist; Bigpoint Inc.; San Francisco, Ca **July 2010 – December 2012**

- Led/Directed art teams which included concept, character, environment, animation, VFX, UI and web artists for Ruined Online and Universal Monsters Online using the Unity 3D engine
- Collaborated with team leads and studio art director
- Held weekly art team meetings and daily art reviews with individual artist
- Managed outsourcing art assets from Hamburg, Germany
- Maintained quality and consistency through entire creative and production process
- Worked with tech artists and programmers to create necessary tools to increase efficiency and productivity

- Created character and environment creation pipeline
- Directed concept artists in the creation of new characters based off design outline and technical limitations
- Designed and created 3D levels and assets
- Environment lighter
- Coordinated with marketing and public relations to provide and/or approve marketing material
- Troubleshoot full gamut of technical and artistic problems
- Helped design game UI and websites
- Worked closely with engineers to create game prototypes

Senior 3D Environment Artist; Visual Concepts; Novato, Ca

March 2008- March 2010

- Managed outsourcing of art assets to China
- Interim lead for MLB 2K8
- Created environments/baseball stadiums that were accurate to real life counterparts
- Verified integrity of MLB 2K game by optimizing shaders and texture sizes
- Mentored other artists in the creation of environments
- Traveled to various locations to obtain accurate visual references

3D Artist; 2K Los Angeles/ KUSH Games; Camarillo, Ca

December 2005 -February 2008

- Lead artist for the cut scene group which included animators, 3D artist and programmers
- Managed outsourcing of art assets to China and Canada
- Traveled to Canada to train external studio artist for proper asset creation for our pipeline
- Responsible for mentoring artists in the intern program
- Lighter for all NHL 2K7 arenas
- Created environments/baseball stadiums and their facades
- Worked with programmers to create new tech for grass and stadium crowd visuals

Credits

- Battlefield: Hardline
- Ruined Online
- Universal Monsters Online
- Major League Baseball 2K6
- Major League Baseball 2K7
- National Hockey League 2K7
- Major League Baseball 2K8
- Major League Baseball 2K9
- Major League Baseball 2K10