



SAM SPICHER

3D Character Artist / Generalist

Contact

samdimensional3D@gmail.com

PORTFOLIO

www.samdimensional.com

LOCATION

Greater Seattle Area, WA

SOCIAL

IG @samdimensional

Bio

I am a 3D artist who specializes in creating stylized character and creature models, but has a fondness for all types of 3D art. It excites me to create within and learn more about the craft each day. My studies at Gnomon and continued self studies have allowed me to gain experience in several aspects of the 3D pipeline and become proficient in digital sculpting, poly-modeling, procedural texturing, and game creation.

Education

Gnomon - School of VFX, Games & Animation
Los Angeles, California
Bachelor of Fine Arts
June 2023

Professional Experience

3D Character Artist - Contract | Halon Entertainment, Remote
Apr 2024 - Aug 2024

- Worked with Zbrush, Maya, Unreal Engine, Substance Painter and Designer, and Photoshop
- Utilized Perforce P4V for revision control in Unreal Engine
- **Civilization VII Teaser:**
 - Responsible for sculpting, modeling, and texturing characters and environments for Civilization VII teaser trailer
 - Sculpted in style of miniatures made from stone, wood, and bronze
- **Unannounced Project:**
 - Sculpted, modeled, and textured stylized creatures, buildings, and modular set pieces
 - Revised and set-dressed environments within Unreal Engine
 - Utilized vertex painting to create asset variation and to texture large environment assets in UE
 - Created a library of multifunctional procedural materials in Substance Designer utilized by the team within UE environments

3D Character Artist - Contract | We Are Royale, Remote
Nov 2023 - Mar 2024, Sep 2024

- Worked collaboratively with a remote team, sharing progress through daily meetings and sharing updates throughout the day
- Quickly implemented notes and design changes
- Worked with Zbrush, Maya, Substance Painter, and Photoshop
- **Unannounced Project:**
 - Responsible for sculpting of stylized character hair, clothing, and accessories based on 2D concepts
 - Retopologized character elements to work with rigging and animation
 - Responsible for fully texturing stylized characters based on 2D concept
- **Unannounced Project:**
 - Modeled clean, subdivision compatible hard surface models in Maya
 - Sculpted and modeled character, character armor, and character weapon
 - Reverse engineered models, UVs and textures provided by client

Digital Skills

3D SOFTWARE

- Maya
- Zbrush
- Substance Painter & Designer
- Unreal Engine
- Houdini
- Marmoset Toolbag
- FiberShop
- Gaea
- MEL & Python for Maya

2D SOFTWARE

- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Illustrator
- Microsoft Office Suite

Awards/ Recognition

Rookie Awards 2023

Draft Selection and Excellence Award
Spring 2023

Gnomon Best of Term

Animation | Mechanics
Summer 2022

Gnomon Best of Term

Creature | Stylized
Fall 2021