

## Sam van Luik

svanluik.com | svanluik [at] outlook.com

Concept Art ■ 3D Modeling ■ Animation

### SKILLS

#### Programs:

Autodesk Maya  
Substance Painter  
Adobe Photoshop  
Adobe Illustrator  
Adobe AfterEffects

#### Creative:

Concept Art  
Digital Painting  
3D Modeling  
Pixel Art  
2D & 3D Animation  
Sculpture (Clay)

#### Technical:

HTML5 & CSS3  
Basic Javascript/jQuery  
SEO  
UI/UX Design

### PROFESSIONAL EXPERIENCE

#### Comic Artist

*Underworld Engine*

An ongoing long-form webcomic available online and followed by approximately 1400 readers.

[tapas.io/series/underworld-engine](https://tapas.io/series/underworld-engine)

Vancouver, WA | 2017-Present

- Developed the setting, characters, and events and compiled them into script form.
- Produced concept art of characters, weapons, locations, and other items as well as thumbnails for each page.
- Illustrated each comic page, including pencils, inking, coloring, and lettering.

#### 3D Generalist

The Historic Trust – *Providence Academy Journey*

An augmented reality environment that tells the story of Providence Academy.

Vancouver, WA | 2017

- Modeled props and environment assets in Maya.
- Created asset textures using Substance Painter.

#### Graphic Designer

Pritchard Orthodontics

Battle Ground, WA | 2009-2015

- Designed ads, fliers, posters, slips, and various forms both in office and from home.

#### UI/UX Tester

The Bradfield Company – *Inanimate Alice: Perpetual Nomads*

The newest episode of an award winning multimodal digital narrative.

<https://inanimatealice.com/>

Fall 2017

- Performed User Interface and Experience testing for the latest Virtual Reality episode of *Inanimate Alice*.

### EDUCATION

#### Bachelor of Arts in Digital Technology and Culture

#### Certificate in Game Studies and Design

Washington State University Vancouver, Vancouver, WA

3.9 GPA