



SAM
van Luik

feardeer

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@feardeerest

Concept Art



3D Modeling



Animation

Programs

- Autodesk Maya
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe XD

Creative

- Concept Art
- 3D Modeling
- Digital Painting
- Pixel Art
- 2D & 3D Animation
- Clay Sculpting

Technical

- HTML5 / CSS3
- Javascript/jQuery
- SEO
- UI/UX Design

Education

Bachelor of Arts in Digital Technology and Culture
Certificate in Game Studies and Design

Washington State University Vancouver

Vancouver, WA

3.9 GPA

Relevant Coursework

Advanced Animation, 3d Modeling and Animation, Advanced
Multimedia Authoring, Engines and Platforms, 2-D Design,
Digital Storytelling, Digital Diversity, Digital Literacies,
Color Theory and Design, Composition and Design, Usability
and Interface Design.

Professional Experience

3D Generalist

The Historic Trust - Providence Academy Journey

Vancouver, WA | 2017

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

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

UI/UX Tester

The Bradfield Company - Inanimate Alice: Perptual Nomads

The newest episode of an award-winning multimodal digital
narrative: inanimatealice.com/

- Performed user interface and experience testing for
the latest virtual reality episode.

Graphic Designer

Pritchard Orthodontics

Battle Ground, WA | 2009-2015

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

Bonus

I write and illustrate a longform webcomic called
Underworld Engine, which can be read for free at:
tapas.io/series/underworld-engine