Sam Gauss
Concept and UI Artist
sam@samgauss.com
Online Portfolio at **samgauss.com**

Experience

2016 - 2017
Sparkypants Studios
"Dropzone"

UI Artist and Graphic Designer
- Designed icon sets, menu wireframes and menu panels
- Prepared for Steam launch with capsules, badges, achievement icons and other community art assets as well as marketing images for bundles to be sold through Steam store
- Created a wide variety of assets ranging from ingame decals and targas to optimmarketing images for social media

2015 - 2016
Firaxis Games
"Sid Meier's Civilization VI"

Concept Art Intern
- Joined the environment team designing 2D building concepts and lopoly 3D blockouts
- Took on UI tasks such as icon creation and container concepting, working both in raster and vector
- Owned 2D "Strategic View" art assets, working closely with a graphics engineer to take on implementation and bug testing; this led to additional input in debugging editor tools on top of the game itself
- Participated frequently in playtests and discussed gameplay, UX, and progression with designers and other teams

Freelance
Cupcake Digital
"Discovery Kids Dinosaur Puzzle & Play"

- Illustrated several types of dinosaurs and environments exporting as optimized vector groups for Flash animations
- Collaborated with producers on storyboards and script

Zynga East
"The Pioneer Trail"

- Completed several themed sets of asset icons from concepts to vector final
- Maintained immediate communication and fast turnaround

Education

2011
Maryland Institute College of Art
- BFA in Illustration, cum laude

Skills and Programs

2D
- Photoshop for painting concepts and texture maps, cross-referencing icons sets created in multiple Adobe programs, and menu wireframes
- Illustrator for vector illustration, icon sets, graphic design

3D
- 3DSMax for lo poly modeling and unwrapping
- Familiarity with maps and materials
- Minor experience with Zbrush and a generazl understanding of topology

Pipeline
- Perforce for file management and version control
- Asset Cloud and Asset Editor for editing XLPs and artdefs and hotloading assets
- Debugging management apps such as JIRA and TestTracker

References

Brian Busatti
Art Director
- brian.busatti@firaxis.com

Kat Berkley
Lead Concept Artist
- kat.berkley@firaxis.com

Whitney Bell
Lead UI Artist
- whitney.bell@firaxis.com