

Senior 3D Generalist Artist | Props | Environment | Hard Surface & Organic | Rigging | Animation | Unity | Unreal Engine | Technical Art | Game Development | C# Programming

Personal Summary

Name: Sam Merrick

 Based in Brighton, United Kingdom |  Open to Remote or On-Site

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Professional Summary

Senior 3D Generalist Artist with 12 years of experience creating high-quality environment art, props, and assets for games, rigging, animation, c# programming, VR/AR, and real-time applications. Expert in Unity Engine, Unreal Engine, 3DS Max, Maya, ZBrush, Blender, and Substance Suite. Proven ability to deliver stylized and realistic content under tight deadlines, with experience leading small art teams and collaborating closely with developers and designers.

Key Skills & Tools

- 3D Modeling & Texturing: Hard-surface & organic modeling, Sub-D workflow, UV unwrapping, PBR workflows
- Rigging & Animation: Both body and facial rigging for characters, rigging and animation for environments and props.
- C# programming knowledge for tool creation and game prototyping.
- Engines: Unreal Engine 4/5, Unity, Playcanvas, proprietary engines
- Software: Maya, Blender, ZBrush, Substance Painter/Designer, Photoshop, Marmoset
- Workflow: Modular asset creation, real-time optimization, LODs, lighting, shaders, VFX
- Other: Agile/scrum pipelines, version control (Perforce, Git), mentoring/junior support

Notable Projects

Limitless VR Experience – Disney+ Series Feature - Professional

Role: Lead 3D Artist | Unity | VR

Created the high-rise VR environment for a segment in *Limitless*, a Disney+ documentary series featuring actor Chris Hemsworth. The experience was designed to help him confront his fear of heights by simulating a walk along a narrow plank atop a skyscraper in Australia.

- **Built and lit the entire urban environment** in Unity, optimized for real-time VR performance.
- Focused on **high-impact visual storytelling** to support the segment's psychological and emotional goals.
- Assets were **optimized for immersion, realism, and hardware efficiency**.
- The experience was **prominently featured in the show** and used as a narrative stepping stone to the real-life challenge.

Rider's Up – Kentucky Derby Museum Arcade Installation - Professional

Role: Lead 3D Artist | Unity | Full Production Ownership

Developed the complete visual experience for *Rider's Up*, a multiplayer arcade horse racing game installed at the world-famous Kentucky Derby Museum (Louisville, KY).

- **Created all art assets** including modular environments, stylized jockeys and horses, racing tracks, and crowd props.
- **Rigged and skinned** horse and character models for animation and runtime use in Unity.
- Built custom **VFX and shaders**, handled lighting and performance optimization for arcade-grade hardware.
- Designed **five distinct historical eras** of Churchill Downs racetrack, requiring deep visual research to reflect real-world architecture and cultural shifts accurately.
- Led a small team of external artists, setting briefs, reviewing work, and managing tasks.
- The game received **extensive media coverage** across U.S. news outlets and has become a **signature attraction** at the museum.

Award-Winning VR Musical Experience - Professional

Role: Character, Environment & Prop Artist | Unity Engine.

Contributed to an ambitious, fully animated VR musical experience featuring stylized characters, rich interactive environments, and narrative-driven cinematics.

- Helped develop immersive real-time assets in Unity Engine for a 360° VR format, with a **strong focus on mood, lighting, and performance optimization**.
- Project **received multiple international accolades, including:**
 - 🏆 *Best Musical Film* – Cannes World Film Festival 2023
 - 🏆 *Best 360 Film* – Cannes World Film Festival 2023
 - 🌟 *Award Winner* – Barcelona Indie Awards 2025, Las Vegas Indie Film Festival 2024, and others.

Red Bull Ampol Racing Team Simulator - Professional

Role: 3D Artist | Unity | Real-Time Simulation

Produced all visual content for an interactive racing simulator created for the Red Bull Ampol Racing Team.

- **Modeled and textured** 3D environments, racetrack assets, and branded race cars for use in Unity.
- **Created stylized 3D likenesses of real Red Bull racing drivers**; rigged and animated characters for immersive in-car sequences.
- Developed high-quality assets **optimized for real-time rendering** and user interaction in an experiential setting.
- Delivered a **polished, engaging experience** where players raced alongside their chosen Red Bull driver in a high-performance environment.

✨ **Weaponized Monster Truck Project** – Personal

Semi-realistic/stylized 3D vehicle, modeled, textured, and rendered in Unity Engine. Inspired by games like *Twisted Metal* (989 Studios), *DiRT* (Codemasters) and *Grand Theft Auto* (Rockstar Games). Focused on hard-surface detailing, Sub-D modeling workflow, PBR workflow, and modular design for game-readiness. ([As seen on portfolio.](#))

✨ **Stylized Cube Character** – Personal

Stylized cartoony cube character, modeled, textured, rigged and animated in Blender. Inspired by the character design in games like *Fall Guys* (Mediatonic / Epic Games) and *Gang Beasts* (Boneloaf). A personal study on soft / organic modeling, custom squish and stretch rigging and animation. ([As seen on portfolio.](#))

✨ **Realistic Human Face** – Personal

Realistic game ready female human face, sculpted, textured, rigged and animated in Blender. Inspired by character design in games like *Horizon Zero Dawn* (Guerrilla Games). A personal study into realistic facial rigging and expressions using blendshapes / morph targets. ([As seen on portfolio.](#))

✨ **Sunset Boulevard Environment Design** – Personal

Stylized music festival environment design, built, lighting, post processing and rendered in Unreal Engine 5. Inspired by environment design in games like *Cyberpunk 2077* (CD Projekt). A personal study into environment art, lighting, rendering, PBR workflow, and modular design for game-readiness. ([As seen on portfolio.](#))

Professional Experience

Created By Catalyst – Lead 3D Artist

📍 October 2020 – Present

Led 3D art production across immersive VR and real-time experiences using Unity and Unreal Engine.

Future Visual – Lead 3D Artist

📍 August 2017 – October 2020

Produced large-scale VR training environments and interactive simulations for enterprise clients.

Synertial Labs (Motion Capture Studio) – Lead 3D Artist & Animator

📍 February 2015 – June 2017

Created real-time character rigs and animation pipelines for mocap data visualization and demos.

🌱 **Earlier Roles (2012–2015)** Worked on contract and freelance 3D artist roles including stylized mobile game assets for **Disney** (via Kerb), and character work at **Mediatonic**. Focus included environment art, animation, and Unity integration for games and prototypes.

Education & Training

BA (Hons) in Computer Games Technology – University of Portsmouth, UK

Graduated: 2010

Portfolio & References

📁 Portfolio: <https://sammerrick.co.uk/>

✉️ References available upon request