

sam@sammerrick.co.uk +44 7840614835





PROFILE

I am an experienced 3D Artist and Animator, currently employed full time as a lead artist for a VR and AR development studio based in Brighton.

I have many years experience in the games industry working for a variety of companies on a range of different projects for mobile, PC, VR and AR games and applications.

I am confident in creating excellent AAA quality game ready assets. I am able to work to concept art, reference images or entirely from my own imagination to a variety of art styles. I love working in a large team and delight in learning from others and sharing knowledge. I am a fast worker and I welcome challenge. I am highly motivated and self driven.

SKILLS

3DS Max

7Rrush

Substance Unity

Photoshop

Motionbuilder

WORK EXPERIENCE

CATALYST VR Lead 3D Artist

October 2020 - Present

Personal responsibilities include:

- characters and assets for VR & AR.
- visuals

FUTURE VISUAL August 2017 - October 2020 Lead 3D Artist & Animator

SYNERTIAL LABS February 2015 - June 2017 Lead 3D Artist & Animator (at a Motion Capture Studio)

MEDIATONIC LTD 3D Artist & Animator May 2013 - September 2013 5 months contract

2006 - 2010

KERB 3D Artist & Animator November 2012 - May 2013



UNIVERSITY OF PORTSMOUTH BACHELOR OF SCIENCE

Computer Games Technology WORTHING COLLEGE

2003 - 2006 ALEVEL

AVCE IT BB, Art B

KINGS MANOR 1999 - 2003

Art B, GNVQ IT Pass, English C, Maths C



REFERENCE

GABRIEL HOWARD GABRIEL@CATALYSTVR.COM.AU

Founder and CFO Catalyst VR



INTERESTS

I am a veteran member of Homestead Badminton Club, for which I am also the treasurer and a team captain. I enjoy playing the guitar, snowboarding, mountain biking, running, climbing and squash. I also very much enjoy pencil drawing, painting and other forms of traditional artistic representation.