# Experience

**2016 - 2017**

Sparkypants Studios

“Dropzone”

**2015 - 2016**

Firaxis Games “Sid Meier’s Civilization VI”

**Freelance** Cupcake Digital “Discovery Kids Dinosaur

Puzzle & Play”

Zynga East “The Pioneer Trail“

# Education

**2011**

# Skills and Programs

**2D**

**3D**

**Pipeline**

# References

Brian Busatti

Kat Berkley Whitney Bell

# Sam Gauss

Concept and UI Artist [sam@samgauss.com](mailto:sam@samgauss.com)

Online Portfolio at [samgauss.com](http://samgauss.com/)

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

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
* Illustrated several types of dinosaurs and environments exporting as optimized vector groups for Flash animations
* Collaborated with producers on storyboards and script
* Completed several themed sets of asset icons from concepts to vector final
* Maintained immediate communication and fast turnaround

Maryland Institute College of Art

* BFA in Illustration, cum laude
* 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
* 3DSMax for lo poly modeling and unwrapping
* Familiarity with maps and materials
* Minor experience with Zbrush and a generazl understanding of topology
* 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

Art Director

* [brian.busatti@firaxis.com](mailto:brian.busatti@firaxis.com) Lead Concept Artist
* [kat.berkley@firaxis.com](mailto:kat.berkley@firaxis.com) Lead UI Artist
* [whitney.bell@firaxis.com](mailto:whitney.bell@firaxis.com)