

# Sam Gauss

Senior UI Artist

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## Work Experience

QUESTION

FEB 2018 - PRESENT

**Senior UI / 2D Artist, *The Killing Stone* (2026)**

- **Defined the style for all game UI** in collaboration with design to champion a user-focused UI amplifying the occult aesthetic within a complex deckbuilder system.
- **Implemented dozens of UI screens in Unreal 5** alongside engineers.
- Created concepts that **defined style target** for 3D environments and character artists.
- **Principal concept artist** for human and monstrous hero characters referencing medieval history and otherworldly horror.
- **Directed outsourcing team** in creation of 100+ illustrations that were visually cohesive with the rest of the game's art style and narrative references.

**UI / 2D Artist, *South Park: Snow Day!* (2024)**

- Designed new characters and props and reimagined iconic environments in a 3D world.
- Defined the style for all game UI in reference to the familiar aesthetic of the 2D IP.
- Collaborated with designers in creating **UX flows and wireframes** to achieve design goals.
- Scripted UI with Unreal 4's blueprint system and material graphs.
- **Spearheaded implementation of localization pipeline** allowing work outside of the engine.

**UI / 2D Artist, *The Blackout Club* (2019)**

- Designed a visually cohesive, user-centered UI grounded in horror and 80's aesthetics.
- Built and refined multiple UI systems from wireframe to polish.
- Illustrated 20+ full color cards that enhanced creepy atmosphere and player immersion.

SPARKYPANTS STUDIOS

SEPT 2016 - MAY 2017

**UI Artist, *Dropzone***

- Designed menu wireframes and UI screens for lobby and character selection.
- Designed RTS/MOBA icon sets for status effects and decals.
- Drafted a pipeline for outputting marketing images at various resolutions.

FIRAXIS GAMES

AUG 2015 - AUG 2016

**Art Intern, *Sid Meier's Civilization 6***

- Created concepts for historical landmarks into established isometric visual style.
- Designed prominent UI icon collections such as civilization identity and natural resources.
- Designed aesthetic and **owned asset production of the 2D mode** of the 3D gameboard.

CUPCAKE DIGITAL

APR 2013 - MAY 2013

**Freelance, *Discovery Kids Dinosaur Puzzle & Play***

- Illustrated several dinosaurs and environments for a Flash mobile game.

ZYNGA EAST

MAY 2011 - JUNE 2011

**Freelance, *FrontierVille: The Pioneer Trail***

- Completed several sets of resource icons from concepts to vector final.

## Education

Maryland Institute, College of Art, *B.F.A. Illustration* (2011)