# **Sam Arnett**



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**RELATED EXPERIENCE**

**Re/mark** *— Lead Background Painter* Sep 2024—present

* Collaborate with 20+ artists to produce a children’s book for a worldwide religious organization
* Coordinate directly with art leadership and supervisors to apply feedback to sketches and final backgrounds
* Execute effective workflows to deliver quality illustrations and backgrounds within strict deadlines

**Digital Gravy** *— Lead Background Painter* Sep 2023—Aug 2024

* Produced a 416-illustration children’s book with a team of 20+ artists
* Elevated team art skills by hosting a 1-hour training after production and sharing 15 custom Procreate brushes
* Synthesized artistic principles of composition, light, and texture to create 50+ final backgrounds

**Studio Zubio** *— Set Extension Intern* May—July 2023

* Implemented procedural Houdini tools to create stylized environments for *Bunderkin*
* Developed a reusable grass system using Houdini groom tools and MaterialX for render in Karma

**BYU Animation** *— 3D Environment Artist* Jan—Apr 2023

* Worked with 25+ artists and programmers to develop *Solar Showdown*, a student-produced video game
* Created and optimized game-ready 3D environment assets using Maya, Zbrush, and Substance Painter, ensuring seamless integration with Unreal engine
* Translated concept art into visually compelling, stylized assets while meeting artistic and technical direction

**BYU Animation** —*Teaching Assistant for two upper-level classes*Aug 2022—Apr 2023

* Taught 25+ students basic principles of Python scripting and procedural modeling in Houdini
* Mentored 25+ students on how to produce realistic shaders using procedural shading techniques in Houdini
* Pioneered new procedural shading methods in Substance Designer to expand the course curriculum

**BYU Animation** *— Look Development Lead*Nov 2021—Aug 2022

* Shaded 3 main characters for student Emmy award winning short, *Cenote*
* Led a team of 5 artists to create shaders for all modeled assets
* Developed a procedural material in Substance Designer for the look development of Mayan ruins

**EDUCATION**

**Brigham Young University** Sep 2018—April 2023

* *Bachelor of Fine Arts, Animation*

**LEADERSHIP EXPERIENCE**

**Volunteer Missionary in Tokyo, Japan** Jun 2016—Jul 2018

* Crafted personalized lessons in Japanese and English for people of diverse backgrounds
* Fulfilled leadership position to train, support, and motivate 20+ volunteers

**SKILLS**

Houdini|Maya|Nuke|Procreate|Adobe Suite|Substance Designer|Substance Painter|Zbrush|Unreal|SpeedTree|

Python|VEX|Japanese