

Sam Arnett

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RELATED EXPERIENCE

Re/mark — *Lead Background Painter* Sep 2024—Sep 2025

- Collaborated with 20+ artists to produce a children's book for a worldwide religious organization
- Coordinated with art leadership and supervisors to apply feedback to sketches and final backgrounds
- Executed effective workflows to deliver 120+ 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