

SAMANTHA LAND

PROJECT MANAGEMENT AND VIS DEV



CONTACT!

PERSONAL INFO BY REQUEST

📧 splashamantha@gmail.com

🌐 splashamantha.com

EDUCATION

BS Degree Texas A&M University (2017 - 2020)

Major in Visualization
Concentration on Animation

SKILLS

- Excellent Verbal/ Written Communication
- Organization
- Game pipeline experience
- Adaptable Multi-Tasker
- CG and 2D pipeline experience

SOFTWARE

- Adobe Suites
- Microsoft Suite
- Gmail Suite
- Expert knowledge of Photoshop
- Google Workspace/ Google Suites
- Discord/ Discord Bots/Slack
- Zoho/ Confluence/ Jira

AWARDS

“Inherit” Best in Show

GigiaJam 36 hour Animation Jam 2019

“Aw Sheep!” Best in Game Design, Fan Favorite, End of Year Department Award

Chillanium 48 hour Game Jam 2019

“Prove It” State Finalist

UIL Young Filmmakers State Festival 2017

PROFESSIONAL EXPERIENCE

Alula Learn “Alula Jungle” and “Alula Island” Educational Video Games

Artistic Director (May 2021 - Present)

Managed, executed, and maintained art assets, file organization, task management, Discord bots, team events, and meeting notes.

Worked closely with Subject Matter Experts, CEO, and Development Director on all aspects of educational deliverables, look, color, design, marketing, and student testing.

Observed entire look-and-feel of games: including Creating large-scale art assets of backgrounds, characters, sprite animations, cut-scene animations, props, and color.

Maintained an Art Bible and file organization, Created minigame visual flow-charts, and Oversaw the implementation of art assets in game.

Met with team weekly on goals and adherence to the production schedule to ensure effectiveness.

2D Art Lead and Animator (July 2019 - May 2021)

Performed the same responsibilities as Art Director Position

GingerBud “Getting Bigger” The Living Tombstones Music Video

Lead BG Design/Paint, Vis-Dev, Project Manager (April 2020 - June 2020) “Getting Bigger”

Designed, Colored, and Labeled 50 multi-layered BGs for application in post-production tweening.

Tracked contractor’s shots, quarterly budgets, and organized shot files.

Lead BG Design/Paint, Project Management (December 2017 - May 2018) “Grenziline” (canceled)

Performed the same responsibilities as “Getting Bigger” besides 3D asset creation.

CREATIVE PIPELINE EXPERIENCE

Studio Semester Shorts: Worked in CG, CG+2D hybrid, 2D, as PM, Story, Lead Vis-Dev

“Grande Blonde” Spring 2019, “Wild Brew” Fall 2019, “Butterfly Weeds” Spring 2020, “Cap N’ Ko” Fall 2020.

Vis Dev for TVA Independent Study (Fall 2020)

Solo project, worked on fleshing out “Aleu” a personal project. Created BG design/paint, character turnarounds, and project timelines.

Youtube 2D Animator (2016 - Present) 103k subscribers

Creates and polishes 2D animated personal projects, ranging from music videos to shorts. Manages a public Patreon and mini events.

AFFILIATIONS & VOLUNTEERING

Queer/Trans in Animation (June 2021 - Present)

A professional Discord Partner Server for LGBTQIA people who are in and want to break into the animation industry. Networking with professionals, learning and offering critique and feedback, and improving with resources.

Texas A&M Game Developers (2018 - 2020) Marketing Officer Fall 2019 & 2020, Art Judge 2021

A social and professional development organization for aspiring game developers. I created marketing material and organized socials. Post graduation, I volunteer as an Art judge for semester jams.

TAMU ACM Siggraph (2017-2020)