

SAMANTHA LAND

CONCEPT AND ILLUSTRATION

PROFESSIONAL EXPERIENCE

CONTACT

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EDUCATION

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

Major in Visualization
Magna Cum Laude

SKILLS

- Excellent Verbal/Written Communication
- Organization
- Game pipeline experience
- Adaptable Multi-Tasker
- Unreal and Unity pipeline experience

SOFTWARE

- Adobe Suite
- Google Suite
- Substance Painter
- Maya

AWARDS

"Inherit"
Best in Show

GigiaJam 36-hour Animation
Jam 2019

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

Chillenium 48-hour Game Jam
2019

"Prove It"
State Finalist

UIL Young Filmmakers State
Festival 2017

Red Planet Games "Powerwell" and "Fates" Physical Games (Original IP)

Art Generalist (July 2023 - Present)

Acted as the sole artist in establishing production schedule, goals, visual direction, and print ready assets.

Worked on UI/UX for boardgame and card game formats, drafted illustrations, and designed Heros in collaboration with kit Designers.

Epic Games Fortnite Battle Royale

Associate Producer (Mar 2023 - Dec 2024) - Producer (Dec 2024 - Jan 2025)

Produced the Seasonal Animation Content and Animation Engineering Teams

Established artist-focused initiatives based off quality of life experience.

Postcard Game Studio Unannounced Open-World RPG-Shooter (Original AAA IP)

Producer (April 2022 - Feb 2023)

Established original production processes for a start-up in collaboration with the Lead Producer while producing multiple Art, Design, Narrative, and Outsource teams.

Aided in UI/UX design, creating 2D FX animations, Illustrator assets, and marketing material.

Alula Learn "Alula Jungle" and "Alula Island" Educational Video Games

2D Art Lead and Animator (July 2019 - May 2021) - Artistic Director (May 2021 - March 2022)

Worked closely with Structured Literacy and Dyslexia Specialist subject matter experts, CEO, and Development Director on all aspects of educational deliverables, marketing, and student testing.

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

LIVE Lab "FAoA" mobile game (canceled) and "DHS" Board Game

Concept Art Co-Lead (January 2019 - July 2019)

Created concepts and 2D assets for multiple projects including mobile isometric games, board games, sidescrollers, and concepts for stylized third-person 3D games.

GingerBud "Getting Bigger" The Living Tombstones Music Video

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

Created 3D layouts to aid storyboard artists as well as lighting keys and set design.

Used Photoshop to create backgrounds from layout to paint, separated for compositors.

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.