

# Sam Bean

Lighting and Environment Artist  
SamBeanArt.com

3530 Phillips Ave  
Burnaby, BC Canada V5A 2W7  
778-512-3234  
[SamanthaB4790@gmail.com](mailto:SamanthaB4790@gmail.com)

## EXPERIENCE

### Capcom Game Studio, Vancouver — *Lighting Artist*

September 2017 - Current

- Work with art director to define mood and theme of spaces through lighting
- Built a parent blueprint to handle light fixtures with built in parameters for animation (i.e. flickering) emissive material and light color, intensity, etc, and particle effects. Created to be easily optimized for performance per instance, and with flexibility in mind to speed up the workflow of the lighting and effects team.
- Update and create documentation on lighting workflows, give educational refresher on PBR
- Work closely with Level Design and Environment art to plan and light spaces

### Next Level Games, Vancouver — *Lighting Artist*

June 2017 - September 2017

Unannounced Project

- Dynamic and Baked lighting in a proprietary engine.
- Updated PBR workflow to bring it into proper standards. Worked with Environment Lead and Surfacing Artist to correct base color and roughness values to work correctly with PBR theory and lighting
- Worked with Rendering Engineer to update some lighting tools to speed up production and dig into lighting issues with probe and baked lighting
- Worked with art director, level designers, and environment artists to match lighting to the mood and purpose of each level

### Hothead Games, Vancouver — *Environment Artist*

November 2016 - May 2017

Hero Hunters - February 2018

- Overall level layout, building large set pieces and destructible props, worked closely with the mission designer to create fun-to-play and visually interesting environments

## SKILLS

Lighting, Modeling,  
Sculpting, UV Mapping,  
Texturing, Level Layout

## PROGRAMS

Unreal, Maya, zBrush,  
Substance Designer,  
Substance Painter, Unity,  
Cryengine, xNormal,  
SpeedTree, Photoshop

## EDUCATION

### Courses:

- CGMA: Level Design for Games with Emilia Schatz, 2018
- Anatomy Tools Workshop: Human Anatomy Levels 1, 2, and 3 with Andrew Cawrse, Steve Hampton, and Mark Newman, 2017

### Think Tank Training Centre

- North Vancouver
- Certificate of Computer Animation, Visual Effects, and Game Design
- February 2014 - March 2015

**United Front Games, Vancouver — *Environment / Lighting Artist***

July 2015 - October 2016

Smash + Grab - released September 2016

- Animated lighting

Disney Infinity: Marvel Battleground - released March 2016

- Building destructible props and arena vistas, lighting, hooking up animated lighting and environment reactions with simple visual scripting

**Electronic Arts, Burnaby — *Associate Modeler***

March 2015 - June 2015

Fifa 16 - released September 2015

**Missouri State University**

- Springfield, Missouri
- Bachelors of Fine Arts
- August 2007 - May 2011