

SAM DONEZ • mr.sam.donez@gmail.com • www.artbytwitch.com

PROFESSIONAL EXPERIENCE

Bungie (Contract via TargetCW)

Contract Gameplay Tester

Bellevue, WA

April 2019 - Present

Coordinate with test leads for day-to-day testing, log bugs and exploits, verify submitted fixes function as intended, and generate feedback on features and experiences.

College of Art and Design - Rochester Institute of Technology

Classroom Assistant

Rochester, NY

September 2018 - December 2018

Supported both Real Time Design and Environment Design classes. Worked with the professor, answered student questions, and offered tips and information.

Cary Collection VR Project

3D Artist / Student Lead

Rochester, NY

June 2018 - December 2018

Worked with and oversaw other students to create assets for use in an educational VR experience replicating the Cary Collection within the Wallace Center at Rochester Institute of Technology.

Digital Imaging & Remote Sensing Lab - Rochester Institute of Technology

3D Artist

Rochester, NY

September 2017 - March 2018

Modeled and textured assets for the DIRSIG satellite imaging software. Optimized existing 3D models.

"Kingdom of the Tao" Project

3D Environment Artist

Rochester, NY

August 2017 - September 2017

Worked with a student development team to model and texture assets for game levels, and set dress environments with props.

College of Art and Design - Rochester Institute of Technology

3D Digital Design Lab Assistant

Rochester, NY

January 2017 - December 2018

Monitored and maintained the computer lab for the 3D Digital Design major. Reported hardware problems, set up equipment as well as check equipment out to students.

EDUCATION

Rochester Institute of Technology

3D Digital Design

Rochester, NY

January 2016 - December 2018

Monroe Community College

Fine Arts

Rochester, NY

January 2010 - May 2012

SOFTWARE & SKILLS

- Adobe After Effects
- Autodesk Maya
- Substance Painter
- Adobe Photoshop
- Marmoset Toolbag
- Unreal Engine
- Adobe Premiere
- Set Dressing
- ZBrush
- Arnold Renderer
- Substance Designer