

Sam Eldridge

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Work Experience

Lead Environment Artist

August 2016 - Current

Wander Isle Studios

Duties include overseeing the creation of all environment assets and textures that are to be used by the level designers. Create standardized processes for other artists. Create assets and textures for use in game environments.

Game Tester

March 2014 - Current

VMC

Work with other team members to remotely test games in the early stages of development. Follow specific instructions from the testing director and submitted feedback and documentation based on the results.

Lead Environment Artist

June 2014 - August/2015

Space Dwarves Entertainment

Model, unwrap, bake, and texture new assets as needed while ensuring poly counts stay within acceptable range. Clean up existing assets by reducing polygonal counts, fixing UV's, creating light maps, correcting textures, and ensuring optimization. Work with Environment Artists by assigning new tasks, critiquing work, creating guidelines and standards, and working to maintain quality asset creation across the team.

Education

University of Texas – Dallas

Sept 2009 – May 2013

B.A, Arts and Technology – Focus in 3d Art and Game Design

Related Skills

Maya

zBrush

Photoshop

World Machine

Unreal Engine 4

Substance Designer

Substance Painter

NDO

DDO