

Sam van Luik
Battle Ground, WA
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SKILLS

Programs:

Adobe Photoshop
Adobe Illustrator
Adobe AfterEffects
Autodesk Maya
Sculptris

Creative:

Concept Art
3d Modeling
Pixel Art
2d & 3d Animation
Digital Painting

EDUCATION

Bachelor of Arts in Digital Technology and Culture
Certificate in Game Studies and Design
Washington State University, Vancouver, WA projected December 2017

Associate of Arts with Honors
Clark College, Vancouver, WA 2013

3.8 GPA

Relevant Coursework: Advanced Animation, 3d Modeling and Animation, Advanced Multimedia Authoring, Engines and Platforms, Digital Storytelling, Sculpting, Digital Diversity, Digital Literacies, 2-D Design, Drawing, Color Theory and Design, Painting.

PROFESSIONAL EXPERIENCE

Freelance Artist

Self-Employed
2013-2016

Illustrated characters, environments, comic pages, and game assets including caricatures, pixel art, and basic 3-d elements.

Utilized various digital painting software and 3-d modeling tools.

Flow Team Member

Target
Vancouver, WA
2015

Stocked shelves quickly and efficiently while providing customer service as needed.
Maintained a fast paced, physical, and team-oriented work environment.

Graphic Designer

Pritchard Orthodontics
Battle Ground, WA
2009-2015

Designed ads, fliers, posters, slips, and various forms both in office and from home.