

# Samuel Romero

Environment/ Lighting Artist

Demo Reel [samuelr3d.com](http://samuelr3d.com)



Contact Me!

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## PROFILE

An artist with the passion to create breathtaking environments with strong texturing, modeling, and lighting skills for both 3D film render and game engines.



## Experience

ROOSTER TEETH Productions | Lighting Artist

July 2018 - April 2019

I had the opportunity to be a part of the incredibly talented viz- post team and worked on two of Rooster Teeth's biggest shows, RWBY and Gen: Lock. I was tasked with lighting characters, environments, and rendering. Working at Rooster Teeth helped me grow exponentially as an artist by both communicating heavily with the various teams within the pipe-line, working under intense deadlines and by working closely with my leads, directors, and peers!

Innovation First International | 3D Generalist

HEXBUG

(Internship)

Aug 2017 - March 2018

Lit, rendered, and created materials for Hexbug and Vex Robotics for packaging, advertisement, website, and commercial purposes.

SRO Associates, Inc. | 3D Modeler (Freelance)

April 2017

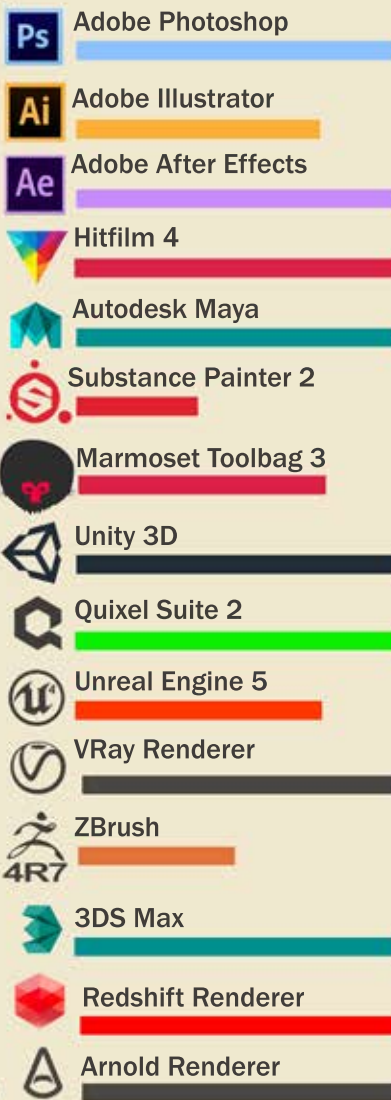
Modeled sculptures to be fabricated and featured at two large events, the Texas State Fair, and the Luminight event for the well-known amusement park, Dollywood.

Spoon Designs | 3D Modeler (Freelance)

Created an accurate visualization of a new residential area for David Weekley Homes.



## Software I Use



## Things I Like



## Education

BFA, Computer Graphic Arts  
University of the Incarnate Word  
May 2016