

# SAM CARR

## PERSONAL INFORMATION

Name: Sam Carr

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Portfolio: [www.samcarr.net](http://www.samcarr.net)

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## EMPLOYMENT HISTORY

May 2018 – Present      **Senior 2D Artist** at [Thunderkick](#)  
- Artist on **Rocket Fellas Inc.**  
- Lead Artist on **Raven's Eye**  
- Lead Artist on **Sword of Khans**  
- Lead Artist on **Cosmic Voyager (unreleased)**

### Responsibilities:

- Creating concept art for the games and presenting them to shareholders.
- Creating 2D assets for all aspects of the game, including characters, artifacts, backgrounds, UI elements and typography.
- Creating animations and VFX, and working closely with the developer to implement them into the games.
- Creating promotional material for the games which were used by operators for advertising.
- Working closely with other departments, including sound designers and writers, to ensure that everything aligned with the vision of the game.
- As a lead artist, I oversaw the projects and made sure that we were one on schedule and also aligned with the original vision of the game. I worked with new employees and taught them how we made the games as we went.

2012 – 2018      **Freelance Illustrator** for the following clients:

*2017 Valve* – Card illustrations for the game '**DotA 2: Artifact**'

*2017 Quarto Publishing* – Interior illustrations and product art for the book '**Ultimate Expeditions: Mythological Beasts**'

*2016 Curry Ross* – Concept art and illustrations for the roleplaying game '**Prophecy RPG**'

*2015-2017 Cryptozoic Entertainment* – Card illustrations for '**Hex: Shards of Fate**'

*2015 Volta/Hasbro* – Card illustrations for the boardgame expansion '**Magic: The Gathering Arena of the Planeswalkers Battle for Zendikar**'

**2014 Volta/Mobage** – Card illustrations for '**Hellfire: The Summoning**'

**2013-2014 ImagineFX** – Tutorials for the Q&A section of '**ImagineFX Magazine**'

**2012-2013 Hasbro, Inc./Wizards of the Coast** – Illustrations for '**Dungeons & Dragons**'

**2012 Applibot, Inc** – Card illustrations for '**Legend of the Cryptids**'

**Responsibilities:**

- Creating 2D illustration assets to be used in a variety of games.
- Being able to switch styles to match different games.
- Negotiating with potential clients, and selling the final idea to them through sketches.
- Receiving feedback from clients and making decisions about what was reasonable in the time I had.
- Working within tight deadlines, and being able to divide work up into smaller tasks.

## EDUCATION

2013 – 2014

**Swedish Academy of Realist Art**

Realistic drawing and painting under Hans-Peter Szameit and Sanna Tomac at Atelier Stockholm.

2010 – 2011

**Farnborough College of Technology**

Level 3 BTEC Extended Diploma in Art

## PROFESSIONAL QUALIFICATIONS

### Hard Skills

- Proficient in **Adobe Photoshop** with 10 years of experience.
- Proficient knowledge of **Blender** and **Zbrush**.
- Experience with **After Effects** for VFX, as well as 2D animation.

### Soft Skills

- I'm good at **breaking down larger tasks into smaller pieces**, and making reasonable estimations for how long they will take.
- I'm comfortable with **receiving and interpreting feedback**, and also with filtering which are most useful for achieving the intended vision.
- I like to **share my thoughts during discussions**, as well as listening to others.
- I'm **very sociable** and I'm comfortable interacting with others outside of my department on a professional level.