

Samuel G. King

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Published Games: Torchlight 3, League of Legends, Heroes of Newerth, Savage

Education

San Francisco Academy of Art University 2001 – 2005

Bachelor of Fine Art: 3D Animation and Visual Effects

Employment History

Unbroken Studios

El Segundo, California

July 2022 - January 2023

Job Title: Senior Visual Effects Artist

Responsibilities

- Construction and optimization of a wide variety of both stylistic and realistic particle system behaviors and template construction for "cosmetic" products including thematic explosions, cinematic magical effects in support of animation through Unreal sequencer, wide range of themed trail systems, environment FX and more
- Modeling, texturing and animation in support of all visual effects production *
- Debug and testing of cross-discipline game assets while providing feedback across multiple departments
- Building and optimization of environment VFX (rain, snow, fog, etc...) for a wide range of performance standards
- Extensive communication with cross-discipline leads to achieve iterative targets for specific gameplay VFX requirements
- Creative Visual Development of IP defined and approved VFX for stylized targets * Initiation and guidance of tools exploration for R&D

Echtra Games

San Francisco, California

October 2016 - June 2022

Job Title: Lead/Senior VFX Artist

Responsibilities

- Construct and maintain VFX asset libraries from the ground up (particles, behavior templates, shader development, geometry props, decals. etc.)
- Creative control and execution of all environment, character and skill VFX components into attractive visuals that communicate theme and gameplay design
- Communicate with Technical Artists while translating engineering needs to advance Unreal Engine capability for specific project goals
- Hand create original graphic design in support of all visual effects production *
- Regularly interface with design and engineering to ensure accurate implementation of gameplay designs from initial play-testing needs into final release implementation

- Debug and test all game assets while providing feedback across multiple departments
* Cross discipline collaboration for R&D production tools
- Creative exploration with design, animation, tech art and audio departments to explore the possible with cross discipline character production and skill design

Riot Games

Culver City, California

April 2009 – 2016

Job Title: Effects Artist

Responsibilities

- Conceptualize and construct a wide stylistic range of visual effects to fit the personalities and ability descriptions of in-game characters
- Extensive scripting of particle behaviors using proprietary game engine tools * 3D Modeling, UV layout, texturing and export of effects components (using Maya / Photoshop.)
- Graphic design in support of all visual effects production
- Daily communication with directors to ensure visual effects delivery on very tight deadlines
- Test, troubleshoot and provide feedback on existing tools to expand game engine capabilities
- LOD optimization and visual problem solving for all elements of effects related production (including animation, rigging and character design related code.) * Setup and maintenance of effect's related .lua, .ini and .fx files

S2 Games

Rohnert Park, California

2006 to 2008

Job Title: Lead Visual Effects Artist

Responsibilities

- Conceptualize and build a library of effects using 3D Studio Max, XML and the Savage Engine for fire, water, rain, snow, frost, rock, blood, poison, magic, dust, lightning, celestial bodies, projectiles, impacts, environment elements and custom unit buffs
- Communicate directly with Art Director to review effects production and to maintain the artistic vision of the project
- Collaborate with senior programmers to test and develop new tools and shaders to expand the scope and capabilities of the Savage Game Engine
- Plan with programming and art teams to ensure consistent implementation and functionality of all particle effects through every stage of production
- Troubleshoot effects on both an artistic and technical level
- Setup and manage the export of model definition files, maintain and update game configuration files
- Optimize resource usage of particle effects as defined by technical specifications for each project
- Train coworkers in the art and techniques of VFX production

Related VFX Production Skills and Experience

- Adobe Substance Suite (Substance Modeler, Substance Painter, Designer)
- Unreal Engine (4 and 5) - including Cascade, Niagara, Sequencer, Blueprints * PBR texturing and rendering principles
- Collaborative development and testing of multiple proprietary game engines
- Fluid simulations (Unreal Editor Fluids, EmberGen, Maya Fluids)
- Photoshop, Illustrator, Maya, 3D Max, XML, HTML
- C++

Additional Work History

Quokka Sports / NBC Ventures

San Francisco, California
1998 to 2001

Job Title: Media Production Manager

Responsibilities

- Project management for teams of five to forty people on projects ranging from multimedia content players and video documentaries to live coverage of large events such as the Sydney 2000 Olympic games for NBC (nbcolympics.com.)
- Design, develop and produce multimedia products for sales and distribution departments (episodic video documentaries, multimedia applications, site specific customized content and ad placements)
- Produce video, Flash animation, HTML coding, graphics and audio with an emphasis on storytelling
- Coordinate daily team efforts to ensure successful project completion on tight deadlines. * Plan event specific video production and editing across multiple departments * Collaborate and communicate daily between creative and production team leads * Document production procedures to ensure efficient and cost-effective production pipelines * Build and maintain relationships with industry-related tool manufacturers