

# Samuel New

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Portfolio: [www.samuel-new.com](http://www.samuel-new.com)

## Education

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**Clemson University** (Clemson, SC)

**Master's of Fine Arts: Digital Production Arts** - GPA: 3.73 / 4.0

**Dec 2022**

**Bachelor of Fine Arts: Visual Arts, Minor in DPA** - GPA: 3.32 / 4.0

**May 2019**

## Skills

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**ZBrush** – Extensive experience with digital sculpting

**TopoGun** – Experience with retopology of ZBrush models

**Headus UVLayout** – Experience with UV unwrapping

**Maya & Blender** – Modeling, Lighting, rendering, rigging, UVs, and animation

**Marvelous Designer** – Creating clothing for importing to ZBrush

**Substance Painter** – Surfacing, Texturing, UV layout

**2D Art & Image Editing** - Clip Studio Paint, Photoshop, Illustrator

**Solid Works & Auto Desk Inventor** – Experience creating parts & assemblies

**3D Printing** – Own FDM printers, familiar with MJP, SLS, and SLA printers

**Programming** – C, C++, Java, Python, Visual Basic

## Work Experience

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**Independent Contractor – Digital Sculptor** (2022 - Current)

- Working with Universal Studios digital sculpting department

**Universal Studio Orlando – Digital Sculpting Intern** (Summer 2022)

- Digital Sculpting for various models for use by the fabrication team
- Repaired and worked with 3D scan data of models and maquettes in ZBrush
- Prepared sculptures and optimized parts for 3D printing
- Repaired 3D printers, and operated a small print farm

**Independent Flim (Papal) – Environment Lead and 2D Animation Lead** (Fall 2021)

- Environment: concept art, layout, modeling, retopology, UV layout
- 2D Animation: integration of 2D character with 3D Environment in Maya, Key Frames and Animatics
- Troubleshooting Rendering Problems, creating shaders for 2D Characters

**3D Systems – Digital Learning Content Development Intern** (Summer 2021)

- Created AR service guides and training materials for various 3D Systems printers
- Video production and recording for training material

**Clemson University – Research Assistant** (October 2020 - December 2022)

- Edited and cleaned up 360 photos for sky maps
- Cleaned up models with bad geometry, fixed bad UVs on existing assets
- Texturing and surfacing in Substance Painter

## Achievements

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**Film Festivals (Papal 2021):** Accepted in 18 film festivals worldwide.

Lonely Wolf 2022 International Film Festival (London) - Best Character Design, Top 10 nominees for Best Environment, Best Student Animation, and Best CGI & Visual Effects.