

SAM BURLEY

ILLUSTRATION AND WORLD BUILDING

EDUCATION **Rhode Island School of Design** | Bachelor of Fine Arts, Illustration 2009

EMPLOYMENT **Gaudzilla LLC** | Lead Artist

JAN 2010 - PRESENT

Responsible for providing concept art, establishing game aesthetics, and generating background props and imagery. Work is done remotely and often internationally.

GAME CREDITS - NEOSAURS | UNRELEASED

Treanor Brothers Animation | Matte Painter | Concept Artist | 3D Artist

APRIL 2008 - MAY 2010

Conceptualized and produced background art for a wide range of clientele in video games, film, and advertising. Also assisted in character design, graphic design, 3D set building, modeling, and texturing.

GAME CREDITS - TERMINATOR: SALVATION | MARVEL: ULTIMATE ALLIANCE 2 | LITTEST PET SHOP

Citérémis Game Development Studio | Background Artist

SEPT 2008 - DEC 2008

Worked remotely on background and asset design.

GAME CREDITS - AZTAKA

The Story Hat | Art Intern

FEB 2008 - AUG 2008

Created environmental concept art to assist in the visual development of an animated feature film. Duties also included character design, storyboarding, and texturing.

FILM CREDITS - TRACER (UNRELEASED)

CLIENTS **Wizards of the Coast** | Magic the Gathering | Concept Art | Dunegeons & Dragons

Future Publishing Ltd | Imagine FX Magazine Workshop article

Fantasy Flight Games | Warhammer 40K

Elemental-Labs Inc | Concept Art

Mowrer Design | Concept Art

RECOGNITION **Imagine FX Magazine** | Issue 61, Rising Stars of Digital Art

Spectrum: The Best in Contemporary Fantastic Art | Appearance in edition 17

Society of Illustrators | West 48, Student Gold Award winner

CONTACT 860.303.6203

www.samburleystudio.com

sam@samburleystudio.com