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# Sam Caudill

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## PROFESSIONAL SUMMARY

Technical Artist with 10+ years of experience in mobile VR and game design. Specializing in 3D workflows for Unity-based game pipelines and production of award-winning apps. Established background in project management, pipeline development, and team organization.

## EXPERIENCE

### **Transfr, New York, NY (Remote) - Technical Artist**

April 2024 - PRESENT

- Technical Artist developing VFX, crowd simulation, and technical rigs for mobile VR projects.
- Creation and deployment of engaging visuals that are optimized for stand alone mobile VR devices.
- Expertise in Maya-to-Unity workflows for animation, rigging, and VFX.
- Cross-departmental collaboration developing 3D branding animations and materials.

### **Transfr, New York, NY (Remote) - Lead Animator**

April 2023 - October 2023

- Lead animator developing animation pipelines and streamlined character rigging for mobile VR projects.
- Maintained deadlines across a range of active projects with an agile workflow.
- Developed additive rigging solutions for characters and interactive props that also supported legacy projects and workflows.

### **NBC Saturday Night Live, New York, NY - VFX Artist**

November 2021 - PRESENT

- VFX artist specializing in animation and compositing using After Effects, Unity, Maya, C4D and other softwares for SNL's film unit.
- Remote collaboration with various departments to create professional productions with extremely tight deadlines (usually 1 day).

Notable Projects/Accolades

- **2023:** Interviewed by Maxon for my contributions in the SNL Sketch [“HBO Mariokart Trailer”](#)

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- **2021-2022 Primetime Emmy Honors:** VFX Contributions to the Emmy Award-Winning Program for Outstanding Variety Sketch Series.

### **Winter Bear Studio, Denver, CO** - *Owner/Creative*

December 2015 - April 2023

- Animation Director developing animation pipelines for projects involving 2D/3D animation, UX design, motion capture and facial capture.
- Extensive experience in developing for a range of platforms including mobile, desktop, and VR.

#### *Notable Projects/Accolades*

- **Bristol Myers Squibb Aseptic VR Training(2022):** Modeled, textured, rigged, and animated layered outfits, characters, and interactive props for players working within a virtual clean lab environment.
- **Best Advance in Mobile Learning Technology Gold Winner (2018 Brandon Hall Awards in Technology):** For Spark City, a Sims-like mobile game developed for Walmart. I developed the animation pipeline for modular characters and interactions in addition to environment and prop modeling optimized for mobile gaming.
- **Amazon Developer Spotlight award (2017):** For the mobile game **Going Nuts 2**, developed entirely in-house at Winter Bear Studio. I developed character rigs and animations, UI interactions, and VFX.

### **Fuhu, Inc. Westminster, CO** - *Game Developer*

June 2013 - November 2015

- Animation lead in charge of creating 2D and 3D character design, UI, VFX, modeling, rigging, and texturing for use in various platforms.
- Researched user demographics to develop engaging styles and designs for mass appeal games.
- Directed motion capture sessions for dance sequences and cinematic pieces within the game.

### **High Impact, Centennial, CO** - *Lead Medical Animator*

March 2011 - 2019

- Project Lead managing cross-functional teams with lawyers and experts to create accurate medical animations that deal with complex human anatomy and physiology.
- Assisted in planning production pipeline workflow for the animation department.
- Built custom animations for broadcast clients (ESPN, Cartoon Network, and NASA).

### **Honeywell International** - *Outbound Contractor, Marketing Design*

January 2014 - 2017

- Created regional marketing animations and presentation materials.
- Designed product newsletters and advertising for statewide Honeywell sales associates.
- Developed style guides and layout workflows to allow for customization while adhering to a consistent rule.

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## EDUCATION

### University of Colorado, Denver

Graduated May 2009

Received a Bachelor's degree with a focus in Digital Animation.

- President of the CU Denver Animation Club (2007-2009). Organized and hosted the first Student Animation Festival (May 2008).
- Employed as a computer lab monitor at the CU Digital Animation Center (2008-2009).

## TOOL PROFICIENCY

**3D** Autodesk Maya | Unity | zBrush | Blender | Git | Unreal | C# scripting | PerForce

**Adobe** After Effects | Photoshop | Substance | Illustrator | Premiere | Animate | Audition