

# SAM SANTALA

## Concept Art & Illustration

Helsinki, Finland

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### SUMMARY

I am an experienced Concept Artist and Illustrator. I have several years' experience working within the games industry in which I have worked both within style guides and generating them myself. I also brought my technical expertise to a wide range of captivating projects.

I have worked across a variety of team sizes, from leading small scale indie teams to large AAA productions. Always working in tandem with various other disciplines to create the best product.

I have also handled hiring, as well as training and mentoring new and aspiring artists, both in studio, and through educational videos such as on YouTube.

### EXPERIENCE

2014 - present

#### **Freelance Concept Artist - FREELANCE • HELSINKI, FINLAND**

Freelance Artist for various projects and clients. Working on my own initiative under AD guidance, creating designs under a variety of styles for projects such as video games to animated television series.

*Projects include:*

- GUILD WARS 2 - VOLTA
- VARIOUS NDA PROJECTS- VOLTA
- THE DRAGON PRINCE - WONDERSTORM
- AVATAR: PANDORA RISING - AXIS
- MIGHT & MAGIC: ELEMENTAL GUARDIANS - UBISOFT
- ARCSMITH - BITHELL GAMES
- NUMENERA - MONTE COOK GAMES

2020 - present

#### **Art Director, Concept Artist - SONGHORN • HELSINKI, FI**

Founded and led a small-scale art outsourcing studio, hiring various artists and working with outside studios to create concept and exploratory art, as well as creating and art directing various internal projects to specific art style guidelines.

*Projects include:*

- VARIOUS NDA PROJECTS

2019

#### **Senior Concept Artist - ROVIO • HELSINKI, FINLAND**

Senior Concept Artist working with a small-scale mobile team, working in tandem with 3D Modelers and game designers to create eye-catching and visually appealing stylized designs to fit within the mobile aesthetic.

*Projects include:*

- UNRELEASED MOBILE GAME

2018 - 2019

#### **Senior Concept Artist - RARE LTD • ATHERSTONE, UK**

Senior Concept Artist at a AAA studio, working intimately with design and animation to create imaginative & functional character and creature designs, as well as assisting the art director and supervising and guiding junior artists.

*Projects include:*

- EVERWILD

## EXPERIENCE (continued)

2016 - 2017

### **Lead Concept Artist - DAZZLE ROCKS** • HELSINKI, FINLAND

Lead Concept Artist at an mobile start-up. Guiding a team of artists and animators through the production pipeline and creating colourful, visually appealing character designs for mobile screens.

*Projects include:*

- *UNRELEASED MOBILE GAME*

2016

### **Concept Art Intern - SIXMOREVODKA** • BERLIN, GERMANY

Interned at a major pre-production studio, developing visually appealing character designs, working with major brands, and assisting senior artists in prepping new character designs and illustrations.

*Projects include:*

- *LEGENDS OF RUNETERRA*

## EDUCATION

### **BA COMPUTER ANIMATION**

University of South Wales, UK  
2012-2015

## SKILLS

### **PRACTICAL**

- *Anatomy (Human & Animal)*
- *Colour Theory*
- *Narrative Design*
- *Teamwork & Guidance*
- *Shape Language*
- *Style Guidance*

### **TECHNICAL**

- *Adobe Suite*
- *Unreal Engine 5*
- *ZBrush*
- *Maya*
- *Daz3D*

## AWARDS & RECOGNITION

**Develop Conference** • 2022

“Speaker: Bringing Creatures to Life ”

**Creative Bloq** • 2020

“ImagineFX - Interview”

**Flesk Publishing** • 2017

“Spectrum 24: The Best in Comtemporary Fantastic Art”

## HOBBIES & INTERESTS

- *Ancient & Modern History*
- *Creature Anatomy*
- *Dogs*
- *Game Design*
- *Worldbuilding*
- *Mediterranean Cooking*

## REFERENCES

[Available at Request]