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Sam Miller

I'm a keen, hard working individual with a huge creative drive and strong artistic ability. Primarily I'm a 2D artist who strives to better their skills inside and out of work.

Experience:

December 2009 - September 2010
Rare LTD / Microsoft Game Studios
Role: Artist

Using a range of skills and software I worked on a variety of projects which required me to produce concept art, UI design, 2D animation, graphic design for print, video editing and post production.

Games credited

Kinect Sports
Role: Concept art and UI design

Freelance work:

Site redesign/illustrations for Sign-Up.to
Graphic design and animation work with Asset Graphics, London
Illustration work for Elucidate Consultancy, Belfast

Software Skills:

- Photoshop
- Flash
- Illustrator
- After Effects
- Premiere

Education:

2006 to 2009 – 1st class BA Hons in 2D Digital Animation at the University of Hertfordshire

2004-05 – BTEC National Diploma in Graphic Design at Hertford Regional College, Ware