

SAMANTHA HERNANDEZ

CONCEPT DESIGNER

 Montreal, QC

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 831-214-2106

SKILLS

- Knowledge of 2D + 3D software (Photoshop/Canva/Figma/Sketchup/Zbrush/Blender/3D Coat/Nuke/fSpy)
- Strong attention to detail and adaptability
- Ability to manage multiple projects
- Traditional art skills
- Knowledge of GSuite, Slack, Mailchimp, Windows, Mac
- Knowledge of Adobe Photoshop, Adobe Illustrator
- Attention to detail
- Interpersonal Communication
- Motivated fast learner
- Optimize team's workflow
- Organize documents and folders
- Google Project Management Certificate

LANGUAGES

- English - Native
- Spanish - Fluent
- French - Basic

CAREER HISTORY

Haunt Concept Developer

Stichting Horror Events | Rotterdam, South Holland, NL May 2026-Present

- Develop, refine, and execute a haunted house concept
- Actively and consistently communicate with all team members throughout development and execution
- Produce documentation that clearly communicates the concept to the execution team
- Knowledge of storytelling in physical space

Concept Artist

Cow Town Creative | WI, USA| June 2025-Present

- Develop original concept art for characters, environments, props, and key visuals, helping define and establish the game's visual identity
- Participate in feedback loops and art reviews, refining work based on team input and evolving project direction
- Produce visual iterations, thumbnails, and mood boards to explore artistic directions

Environment Concept Artist

Serious Point Games | Guilford, EN, UK| June 2024-December 2024

- Develop original concept art for environments
- Use 2D/3D workflow to enhance project
- Regularly present work to leadership and adapt to the feedback provided
- Create highly efficient workflows that allow to maximize time and consistently deliver work

2D/3D Artist

Kyrie Studios | Presque Isle, ME, USA| Sep 2023-Nov 2024

- Create realistic 3D models for gameplay
- Work with low-poly and high-poly models
- Create concept art (Environments, Props, Costume)
- Collaborate with departments to ensure vision of the project

ACADEMIC BACKGROUND

Laguna College of Art + Design

BFA Illustration in Entertainment Design | August 2018-May 2022

- LCAD Merit Scholarship
- President's and Dean's List

Immersive Design Academy

Art Director | January 2026 - November 2026