

Samuel Kam

Concept Artist | 3D Modeler | Production Coordination

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Professional Summary

Stylized Concept Artist with 6+ years of experience in games, animation, and collectible product design. Proven track record leading visual development, building scalable art pipelines, and shipping production-ready assets in Unity. Strong in character and world design, rapid prototyping, and cross-functional collaboration with engineering. Known for ownership, fast iteration, and delivering high-quality visuals that support gameplay and performance goals.

Work Experience

KIBUN BOX — Los Angeles, CA January 2025 - Present
CO-FOUNDER / PRODUCER

- Art directed collectible toy lines and packaging from concept through manufacturing.
- Built end-to-end style guides and asset kits for vendors, ensuring quality and brand consistency.
- Managed timelines, vendor communication, and QA from prototype to final delivery.
- Use management tools like Trello to help task flows and schedules for each project.
- Grew community engagement through social campaigns and product storytelling.

GENIES INC. — Los Angeles, CA August 2022 - March 2025
SENIOR CONCEPT ARTIST

- Led visual development across multiple game initiatives; guided a team producing high-quality stylized assets.
- Directed production of 200+ in-game assets across varied styles, improving consistency and visual cohesion.
- Partnered with engineers to rapidly prototype gameplay features; reduced iteration time through tight feedback loops.
- Helped establish scalable art workflows using Shotgrid/Asana, improving task clarity and delivery speed.
- Created production-ready callouts, turnarounds, and style guides to support modeling and downstream teams.

WELL TOLD ENTERTAINMENT — Los Angeles, CA April 2022 - August 2022
CONTRACT CONCEPT ARTIST

- Designed primary enemy characters, defining tone and visual identity for a core project.
- Produced animation-ready concept decks aligned with narrative and art direction.
- Delivered clear callouts and turnarounds to accelerate 3D production.

ROOSTER TEETH — Austin, TX April 2021 - May 2022
CONTRACT CONCEPT ARTIST

- Developed original characters and variations for animation pitches and short-form content.
- Produced animation-ready concept decks aligned with narrative and art direction.
- Collaborated with the development of narratives for animation.
- Led and produced visual mock-ups to test and communicate ideas to for other original animations.

FUNOVUS — Redwood City, CA July 2019 - May 2021
CONCEPT ARTIST

- Created detailed 2D illustrations based on character archetypes and narrative context.
 - Developed multiple concepts for character cards and their alternate skins, aligning with themes and visual identity.
 - Rendered background paintings to complement character compositions and enhance overall presentation.
 - Led and designed original characters across different game titles.
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SKILLS

- **2D DESIGN:** Adobe Creative Suite - Photoshop, Illustrator, Indesign, Premier Pro
 - **3D DESIGN:** Zbrush, Blender, Maya
 - **TEXTURING & RENDERING:** Substance Painter, Photoshop, Marmoset
 - **OTHER SKILLS:** Unity Engine, Retopology, UV Unwrapping, Asana, Trello, Jira, Git Hub, Shotgrid
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EDUCATION

Bachelors of Fine Arts in Game Development

Academy of Art University — San Francisco, CA