



SAMUEL COTE

ENVIRONMENT ARTIST

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ABOUT ME

I am a digital and a traditional artist who seeks new challenges. I have always loved movies and delivering them on screen is one of my goal. I am very organized and I like to help my crew achieve the same level.

WORK EXPERIENCE

- **Environment Instructor** janvier 2021 - now
Université du Québec en Abitibi-Témiscamingue - Montreal, Qc
Teaching introduction to Maya (Modeling, Texturing, Lighting), Matte Painting.
- **CG Instructor** août 2021 - now
Institut Grasset - Montreal, Qc
Teaching Art History, Microsoft Office suite introduction and 3D layout.
- **Key Environment Artist** december 2020 - june 2021
Mr.X - Montreal, Qc
Working exclusively remote with the studio to model/textures 3D/lookdev environment/prop assets.
- **Environment Artist** mai 2020 - october 2020
Method Studios - Montreal, Qc
Working exclusively remote with the studio to model/textures 3D/lookdev environment/prop assets.
- **Key Environment Artist** 2017-2019
Moving-Picture Company - Montreal, Qc
Managing a crew of artists; Attending meetings; Evaluation of work;
Creation of complex assets.
- **Department Manager** 2014-2017
Moving-Picture Company - Montreal, Qc
Managing a crew of artists; Attending meetings; Evaluation of work;
Scheduling artist work.

EDUCATION

- **Bachelor in Animation 3D and Synthetic Images** 2012-2015
NAD/UQAC - Montreal, Qc
- **DEC in Arts & Letters: Movie Profile** 2007-2008
Cégep Régional de Lanaudière à Joliette - Joliette, Qc

SKILLS

- **suite Adobe**
Photoshop, Illustrator, InDesign, Premiere, After Effect, Dreamweaver
- **produits Autodesk**
Maya, Recap Photo, Arnold, Renderman, Redshift, VRay
- **Foundry products**
MODO, Nuke, Katana
- **SideFX Houdini**
- **Marvelous Designer, Speedtree**
- **Pixologic ZBrush, RealityCapture, Rhinoceros 3D**

INTERESTS

- **Cinema, Toy design, Traditional Sculpting, Gaming, RPG**
- **Teaching, Youtube Tutorials creation, Movie reviews**