

SAMUEL BAESE

Senior Visualization
& Animation Artist

CONTACT INFO

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CAREER OBJECTIVE

- Senior Visualization & Animation Artist with 10+ years of experience across film, AAA games, and virtual production. Specialized in previs, layout, and cinematic storytelling within Unreal Engine. Strong background in leading teams, building pipelines, and delivering high-quality real-time cinematics.

PROFESSIONAL EXPERIENCE

Halon Entertainment — Senior Visualization Artist / Layout Supervisor 10/2017 – 03/2026

Delivered previs, layout, and animation for film, game cinematics, and virtual production in a client-driven environment.

- Led previs and layout for major feature films including 'The Batman,' 'Slumberland,' and 'The Call of the Wild,' enhancing narrative flow and visual storytelling.
- Served as **Layout Supervisor** on 'Pinocchio,' contributing to the implementation of a streamlined virtual production pipeline using Unreal Engine.
- **Fortnite (Epic Games):** Layout + final animation on 5 cinematic trailers in Unreal Engine
- **Marvel's Midnight Suns (Firaxis):** Led previs & layout; defined shot design and supported mocap shoots
- **Civilization VII (Firaxis):** Previs + final camera animation for announcement trailer
- **Remnant 2 (Gearbox / Gunfire):** Previs, layout, mocap retargeting, and final camera animation; improved Maya ↔ Unreal workflows

Magic Leap 07/2017 – 10/2017

Animation Generalist

- Created AR-ready assets and animations; integrated using proprietary tools

SOFTWARE

Autodesk Maya • Unreal Engine • Adobe Creative Suite

SKILLS

Previs and Layout	Camera Animation	Virtual Production
Character Animation	Team Leadership	Real-Time workflow
Mocap Retargeting		Pipeline Development

ADDITIONAL

Real-time cinematic storytelling • Cross-discipline collaboration • Pipeline problem-solving

EDUCATION

Savannah College of Art and Design (SCAD) | 2007–2011
Bachelor of Fine Arts and Animation