

CURRICULUM VITAE

ADAM SMITH :: 3D ARTIST

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ABOUT ME

(DOB :: 7/12/1987)

"If you find a job you love doing, you never have to work again", in games I have found that job.

Hello my name is Adam Smith, I am Currently living in the UK. My love for design began at a young age even while I was still in primary school I was creating transforming robot models out of cardboard. So when I was in secondary school for GCSE I obviously took Computer design technology in which I created a three way transforming model out of plastic. My teacher couldn't understand my talent when it came to design and would openly say I was the best in the class. Although I created a model for my final piece I was also designing many items on Pro desktop the software the school used. The teacher would say he had never seen anyone create the things I could create with this program.

In college I studied a BTEC National Diploma in Multimedia and again the tutors would congratulate me on my natural talent in design. For my final piece I created a platform game for Mac OSX creating all assets / graphics of the game.

I completed my education in Swansea Metropolitan University where I received my degree in BA Creative Computer Game Design and once again I was told I was the best in my class. When Neil Thompson from Sony Europe visited my university, he said he was very impressed with my work. And while I was only in my second year of university I was offered a job in game design, but had to turn it down due to the fact that I wanted to finish my degree.

After finishing university I was picked up by a small emerging company on a freelance basis. I agreed to work for a small amount of pay, in order to gain experience and to help the company start to build up their games portfolio. My role there was to do

anything art related. This included UI design 2D concept art, Environments etc .I enjoyed working there and now I have moved on to work for Keen Software House as a freelance artist creating a brand new AAA game called Miner wars. I work as part of a large international team as one of the leading artists and have contributed my own original designs into the game. Now I am looking for my dream job as a full time 3d Artist.

From my experience I have gained excellent skills in computer graphics, I am able to work as part of a team and on my own. I can work to deadlines efficiently and have a joy and passion for my work. I Believe I would be a great contribution to your team.

My Hobbies include Character Modeling, Drawing, Clay Sculpting, Model Kits, Game Modding and Naturally Gaming .

EDUCATION

2006-2009 : Awarded Honors Degree in Creative Computer Games Design at Swansea Metropolitan University

2004-2006 : Studied for a National Diploma in Graphic Design. Awarded Distinction, Distinction, Merit.

2002-2004 : Archbishop McGrath Catholic School , Awarded 10 GCSE s A-C

1999-2002 : Blessed Hugh Farringdon Catholic School , Reading

EMPLOYMENT

2009-2010: WORKED AS GENERAL 3D/ 2D ARTIST FOR CHAOS TREND


2010 - WORKING AS FREELANCE 3D ARTIST

Skills and Experience:

SOFTWARE

- **3D studio Max**
- **Z Brush**
- **Photoshop / Adobe CS3-5**
- **Character Modding Unreal Editor**
- **Level Creation Modding Crysis Engine**
- **I have also added my own planes into the Ubisoft game Hawx**

I have 4 years experience as a 3d artist, 3 of which are dedicated to 3D character art. I have also worked for an independent games company. Currently I'm working as a freelance graphics designer and 3d artist.



EXTENSIVE IT SKILLS: I work with an IBM Pc computer and I use an windows, but can also use an Apple Mac just as easily .
I can professionally use the entire Microsoft office suite, including Excel and PowerPoint.

GRAPHICS DESIGN SKILLS: I am trained to use most of the popular computer graphics software, such as Macromedia Flash, Dream Weaver, Director, Adobe Photoshop, In Design, and Illustrator. I pick up new software very quickly.

CONCEPT ART SKILLS: I have a strong traditional art base. I use Photoshop with a Wacom tablet to create digital concept

My style is greatly influenced by anime and manga, however most artists who say this simple copy the style to the letter. However when I say this Im talking not so much about the classic manga style, but more the essence of the style, which is unique character design. Everything from the shape of the hair to the clothes they wear tell you about the characters personality and history.

3D ART SKILLS: I can use **3d Studio max** and at a professional level. I am also well versed in **Zbrush, and it latest plugins.**

OTHER SKILLS: I learn fast, and I am responsible. I have worked as a Web designer for Bridgend Council and a Games designer as part of work experience. There I learned about working quickly and efficiently and to deadline.

REFERENCES (GIVEN ON REQUEST)