

# Adam Rudd

3D & Character Artist

## Objective

Work amongst a team of highly skilled, passionate individuals, who share my thirst for knowledge and producing projects of the highest quality. Through work within studios and extra-curricular endeavors, I seek to accelerate my personal development - focusing not only in art, but within fields of leadership and project management.

## In a nutshell

- Extroverted, Altruistic personality
- Extremely team focused
- Exceptional communication and documentation standards
- Goal oriented character
- Ability to work to a deadline
- Experience with Agile Development

## Software proficiency

- Autodesk Maya
- Autodesk 3D Studio Max
- Zbrush, Mudbox
- Adobe Photoshop, Illustrator, InDesign, Premiere
- Hansoft, Jira, Bugzilla
- Grome, Assorted in-house tools
- Perforce, SVN
- Office Suite
- Xnormal, CrazyBump

## Pursuits

- Leadership & Personal Development
- Communication psychology
- Scripting (CSS, CGFX, Max, MEL)
- Scheduling & presentation
- Public Speaking
- Colour theory
- Traditional art

## Experience

July 2008 – Present

[Transmission Games](#) – Midlevel Game Artist



Management, environment sculpting, prop modeling and texturing to specification. Coordinating palette consistency and adherence to the Visual Style Guide. Tool R&D, documentation.

### Titles

- Air Combat Simulator (XB360, PS3, PC)  
Environment team management, Art pipeline management, Prop creation, world texturing, world sculpting, asset creation, HUD
- Bella-Sara (PC)  
World construction to spec. World texturing. Particle system

February 2007 – July 2008  
[Firemint](#) – Principal 3D Artist



Modelling, texturing, conceptualising, R&D, team management, scheduling, presentation, establishing and retaining style integrity.

Titles:

- Mega Monsters (N-Gage)  
Character creation, world & palette design/creation, UI, Management
- Project Joystick 2007 – Dung (PC/Mobile)  
Style, UI, Assets
- Stuntman DS (DS – Cancelled project)  
R&D, Style guide, Environment creation & texturing, Scripting
- The Sims DJ (iPod)  
UI, Sprite animation
- FIA World Rally Championship 2007 (Mobile)  
Style guide, Asset creation, World Texturing, UI

## Education

Bachelor Interactive Entertainment. – QANTM College Brisbane AUS

## Personal Notes

Date of Birth: 12/Nov/1985  
Marital Status: Single  
Australian Citizen  
Fluent in English – spoken and written

## Referees

Online references available via <http://www.linkedin.com/in/adamrudd>  
Linkedin

Personal references available upon  
request