

## **Wayne Adams**

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### **Qualifications:**

Extensive experience modeling and texturing assets for AAA titles including Saints Row III and Red Faction Guerrilla Experience world-building in large-scale, open world environments and multiplayer maps Experience working in Agile and Waterfall development environment Excellent verbal and written communication skills Strong team ethic and ability to collaborate with other disciplines from prototypes to final product.

### **Experience:**

#### **Contract Artist - PRESENT**

Create a wide range of visual aids for clients, including architectural renderings, photo manipulation, marketing and advertising elements, illustrations, storyboards, concept art, pre rendered and real time 3d objects.

#### **Simulation Contractor 1/2012 – 10/2013**

Solely in charge of asset creation for Environments for Unreal based simulations for the US Government. Duties include Environment Art, Lighting, Tech Art, FX Art, Cutscene storyboarding creation and some cutscene / in game sound production.

#### **Independent Contractor 6/2011 – 1/2012**

Created and textured 3D assets for multiple clients ranging from PC and console to casual social games. Working in styles including science fiction, political science, and horror gameplay environments.

#### **Senior Environment Artist, UTV Ignition 1/2011 – 6/2011**

Created and textured 3D level assets for unreleased post-apocalyptic FPS project. Managed pipeline and feedback process with multiple outsourced art vendors, including creating asset breakdown and reference sheets and incorporating finished assets into game levels. Assisted with overall aesthetic of multiple game levels

#### **Environment Artist, Volition Inc. 2/2007 – 10/2010**

Created and textured 3D level assets for Saints Row III and Red Faction Guerrilla. Worked closely with tech artists and programming team to ensure assets were optimized for open world, streaming environment while still maintaining a high level of visual quality.

### **Education**

#### **Art Institute of Phoenix 2002-2005**

Game Art and Design

#### **US Army 1995-2001**

Honorably Discharged

I currently hold a top secret security clearance.