

WAYNE ADAMS

ARTIST

Wayne Adams

18225 Skysail Dr.,
Manor, Texas 78653

512.975.1045

The.Gunfish@gmail.com

<http://wayneadamsart.weebly.com/>

Summary

16 years of experience in developing assets for console, PC, mobile, AR and VR games as a production artist, lead and a director.

Experience

VC Austin / Director of Art

July 2020 - Current, Austin Texas

Oversee the creation of 2d/3d assets for the NBA2K franchise. Schedule and plan sprints and scrum for 30+ artists. Manage the career goals and work life balance of art staff as well as contribute art direction for visuals.

HookBang / Art Manager

July 2017 - Current, Austin Texas

Oversee creation of 2d and 3d art assets for Gen 4/5 consoles and PC games. Create schedules for content and manage artists as well as create and polish content for clients

Development of AR, VR and Mobile apps and games as well as rapid development of client facing demos of various IPs.

JBKnowledge / Lead Artist

June 2015 - June 2016, Bryan Texas

Create Building Information Models (BIM) for Augmented and Virtual reality simulations. Produce marketing materials related to AR and VR.

SAVA Solutions / Lead Artist

Jan 2012 - Oct 2013, Quantico Virginia

Create 2d and 3d content for realistic simulations and training tools developed by the FBI. Work with SMEs on crime scene investigation and building search and clearing.

UTV Ignition / Senior Artist

Jan 2011 - Aug 2013, Austin Texas

Create 3d environment content and managed outsourced artists for first person shooter developed for PC, XBOX 360 and PS3

Volition Inc. / Artist

Feb. 2007 - Aug. 2010, Champaign Illinois

Create 3d environment content for open world adventure games developed for PC,

XBOX 360 and PS3.

Education

Bryan High School / GED

MAY 1995, Bryan High School

Art Institute of Phoenix

May 2004, Phoenix, Arizona

Awards

United States Army 1995 - 2001

Rank E4,

Good Conduct Ribbon, Army Achievement Medal

Honorable Discharge

Highest held Security Clearance: TOP SECRET (Civilian)