

RÉSUMÉ

SKILLS

Software // Technical:

3D Studio Max
Maya
ZBrush
3D Coat
Substance Painter
Substance Designer
SpeedTree
Unity
Marvelous Designer
Mudbox
Ornatrix
Unreal
Photoshop
Crazybump
Flexi
Oil Painting
Sculpting
Charcoal
Portrait Painting
Watercolor
Hand Lettering
Corel Draw
Painter
Illustrator
C#

ADDITIONAL INFO

Eagle Scout
Order of the Arrow
Two Mr. Potato Head Statues
for State of Rhode Island

ADAM PELLETIER

3D MODELER // ARTIST

SUMMARY

3D Artist for Games with over 5 years of experience and one published title. Track record of producing high quality assets that are on time and fit texture and model budgets.

WORK PROFILE

LEAD ARTIST

Forged Chaos LLC.,

2016- 2019

Trials of Ascension: Exile - Published 7/26/2018

- Organized art team meetings for art direction and work critiquing
- Created player assets (Human, Dragons, and Raknar variations)
- Conceptual Design for in game assets (clothing, armor, creatures)
- Organic and hard surface modeling
- Texturing of assets using legacy and PBR pipelines
- Design and creation of environmental assets
- Skinning and rigging
- Animation

SENIOR ARTIST

Tournament One LLC.,

2016 - 2018

- Conceptually designed visual layouts and mechanics for games
- Produced user interface graphics
- Produce 3D and 2D assets for games
- Worked in a team environment under short deadlines
- Developed games in Unity, Flash, and HTML

VISITING PROFESSOR

Quinnipiac University

2019 - 2020

- Teach classes in Game Design, Visual Design for Games, Texturing Pipeline, Game Art I, II, III
- Creating lesson plans that integrate industry experience
- Working closely with faculty inside and out of the Game design

ACADEMIC CREDENTIALS

Academy of Art University

Masters Degree - 3D Modeling for Games

Paier College of Art

Bachelors Degree - Illustration

Lionheart Studios

Studies in Acrylic Painting

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