

Adam D. Sullivan
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Objective

Obtain a position creating art furthering my career as an artist

Education

Full Sail University Winter Park, FL

Graduated April 2009: Bachelor of Science in Computer Animation
Salutatorian
Perfect Attendance Award
Course Director's Award: For possessing outstanding work ethic and embodying the true spirit of 2D Animation

Profile

Fast learning and efficient modeler, specialize in characters
Very effective trouble shooter
Strong understanding of the production pipeline of game art
Strong traditional artist with an understanding of form and anatomy
Able to self manage or work within a team
Great organizational skills
Excellent written and oral communication skills
Passionate about art and video games

Software Skills

Proficient in Maya and have experience with 3D Studio Max
Proficient in Photoshop
Proficient in Zbrush
Intermediate understanding of Topogun

Freelance Work

Caricatures

Pencil sketch cleaned up and colored in Photoshop

Worked with Frogdice Inc. a MUD based company

Designed a new GUI
Conceptualized and designed 3D Characters for a future project

Logo concept and design

L&C Surfaces

Experience

Intern - Lead Modeler

Lamplight Media
One of the two lead modelers guiding the artistic standard of all assets
Creating and elaborating on concept art
Followed concept designs throughout the creation process
Designed functional and efficient game models
High resolution sculpting
Normal map creation

Intern - Modeler

LifeLine Studios
Designed low poly environmental objects
Closely followed style of existing art
Created small resolution texture maps by hand