

adam eli

ENVIRONMENT ARTIST



CONTACT

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PROFILE

Gnomon-trained 3D Environment Artist specializing in immersive storytelling and interactive gameplay experiences. Proven ability to realize initial concepts.

SOFTWARE

- Maya
- Adobe Substance Products
- Zbrush
- Houdini
- Gaea
- Marvelous Designer
- Marmoset
- Adobe Photoshop
- SpeedTree
- Nuke

EXPERIENCE

Freelance 3D Artist (2023- Present)

- Using a variety of software a principals to deliver props and environments within a desired time-frame matching a concept or using my own artistic vision

Freelance 2D Artist (2017- Present)

- Crafted original on demand per request individualized commissions for clientele for personalized memories or memorial pieces based on provided concepts

SUMMARY OF SKILLS

Environment Creation

- Ability to create environments based from a concept artist's vision and accurately replicate the space in a 3D medium
- Consulted with concept artists and leads to push the environment further and apply critiques to the scene with ease
- Integration of modular set kits to speed up the process of creation and keep the scene from becoming bloated

Modular Texture Generation

- Applying design programs to generate multi use tilable and trim sheet materials that can be used on a variety of assets
- Capability to see photograph of desired look for texture and replicate all necessary material maps in a way that is optimized and easy to edit at a later date
- Proficient in painting realistic or stylized assets to portray desired look of concept and produce in game experiences

Communication

- Effective collaborating in a team or alone and assisting those on a team if needed
- Willing to reach out to peers or higher ups if experiencing difficulties if solution to a problem cannot be solved easily
- Processes feedback and acts quickly on it to produce an environment that is desired

EDUCATION

Gnomon School of VFX, Animation, and Games

Graduated; Bachelor of Fine Arts with a Game Concentration

2023

Student Council Vice President (2021-2023)