

# 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 2D Artist (2017- Present)*

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

### *Customer Service, Panera Bread (2016-2020)*

- Initial point of contact for customer- process transaction through pos system during peak hours of shifts to ensure customer satisfaction.
- Entrusted to training entry level position within six months

## 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 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)*