

TRAVIS ADKIN

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CURRICULUM VITAE

Objective

A senior visual effects artist position with an innovative, progressive company that encourages employee professional and personal growth, and where I will be able to make significant contributions to the projects I am involved with.

Qualifications

- Proven senior 2D and 3D visual effects artist in both code-based and GUI engines for 3 multi-player AAA titles (*The Mighty Quest for Epic Loot*, *Ghostbusters* and *Wolfenstein*). Creation of high visual impact, complex effects from scratch or modification to existing effects to match themes & specifications.
- Proven texture artist (from photo source or “scratch”) with 3 years experience on 5 games including the AAA titles *Army of Two*, *Tom Clancy’s Splinter Cell IV* and *Rainbow Six*.
- Talented fine artist with over 20 years experience in both 2D and 3D artwork in a variety of disciplines including sculpture, painting, and pencil work. I produce ultra-realistic wildlife art and sculpture which range from classical to caricature pieces.
- Able to create a fully modeled, textured and animated 3D character from concept through sketch and maquette, to a 3d textured and animated model.

Qualities

- Adaptable to other’s artistic style and methods to produce compatible artwork.
- Mature, motivated self starter, responsible, articulate and organized; able to communicate and relate well with others; able to prioritize workloads and find innovative solutions to problems; able to work well without supervision.
- Collaborative team member and leader with a varied teaching/mentoring background; able to give and receive direction gracefully.
- Flexible concerning work hours; willing to work under pressure and stretch limitations to meet project goals and deadlines; aware of the requirement to balance creativity and innovative technology with common-sense and technological limitations within a project.

Awards & Acknowledgements

- Winner of the David Lawson Award for Excellence for building an accurate Maya 4.0 simulation of an actual underwater environment for the Vancouver Aquarium’s Hut Island Reef Project.
- Recent storybook art for Warner Bros’ *Happy Feet* game garnered rave reviews including these quotes from Strategy Informer: “... *these cinema scenes are as close as you’re going to get without paying admission at the theatre.*” and “*The penguin models in the cinema scenes are eye-poppingly good, as if pulled from the film.*”

Technical Skills

Classical media:

- Pencil and ink
- Watercolor
- Oil
- Acrylic
- Airbrush
- Clay

Digital Media:

- Texturing
- Environmental modeling
- 3D Character Modeling
- 3D Animation
- 2D Animation
- Concept drawing
- Shader creation

CGI Software:

- Unity 3D
- 3D Studio Max
- Maya
- Adobe Photoshop
- Zbrush
- Unreal 3
- Softimage

Related Work Experience

Turbine Inc.	2014-2014	Senior visual effects artist
TRC Family Entertainment	2013-2014	Senior visual effects artist
Ubisoft Montreal	2011-2013	Senior visual effects artist (Mighty Quest for Epic Loot). I orchestrated the creation of the particle effects engine, directing and working with programmers and engineers to create the Synergy Engine for Ubisoft.
Realu Singapore	2011-2011	Senior visual effects artist.
Propaganda Games	2009-2010	Senior visual effects artist on Pirates of the Caribbean – Armada of the Damned.
Threewave Software	2007-2008	Senior visual effects artist for Ghostbusters and Wolfenstein
Electronic Arts (Montreal)	2007	Texture art and custom weapon design for Army of Two as a texture artist including the design of custom weapons using the Unreal 3 engine.
Laughing Parrot Productions	2007	Concept, design and production of illustrative artwork for a series of DVDs.
Artificial Mind and Movement (A2M)	2006	Illustration, storybook work, promotional art, texture art, vertex lighting for Warner Bros' Happy Feet game (Nintendo DS) as well as on games which are confidential at this time.
Ubisoft, Montreal	2004-2006	Texture Artist, specializing in creation of normal and specular maps for shaders. Helped instruct new employees with learning how to texture. As a trained photographer, I went on several photoshoots to produce images suitable for photosourcing in the creation of original textures. Assisted in setting the style guides for some levels.
Vancouver Aquarium	2001-2001	Building 3d simulation of an actual 3d underwater environment. Winner of the David Lawson Award.
Centre for Digital Imaging and Sound (CDIS)	1999-2002	Demonstrating 3d software for CDIS. Teaching assistant.
Tigerhawk Designs	1985-	Under the name Tigerhawk Designs I produced all types of artwork for a wide range of clients

Education

2004 Motion Capture course at the Art Institute of Vancouver

2001 Graduate of the Digital Arts Masters Program (DAMP) at the Centre for Digital Imaging and Sound

1990 Two year apprenticeship with Cliff (Corky) Lennox learning clay work including sculpting, glazing, mold making, bas-relief, raku and all other functions of a working ceramic studio

1984 Workshops with Gus Galbraith, noted B.C. stone sculptor

Personal Interests

I have been a Martial Artist (Karate) for over 20 years and have taught classes. I have been playing video games since the Atari 2800. I also enjoy outdoor activities such as archery and scuba diving. My biggest passion would be art, which I have been doing for both a profession and hobby my whole life. I am also an avid gamer.

References available upon request

Artwork samples available at www.creativerapture.com