

# TRAVIS ADKIN

## RESUME

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### Overview & Qualifications

I have been a Senior FX artist for Hirez Studios in Alpharetta Georgia for 5 years. Hirez has created such notable titles as Paladins, Rogues Company and Smite. During my time there I produced over 50 Smite Character FX packages, all the FX for 6 Smite Adventure games and transitioned within Hirez Studios to Alacrity Arthouse to be the lead FX artist on notable cinematics such as Horus. Set, and Hiemdahl. During my 5 years at Hirez Studios I used mainly Unreal 3 & 4 but I spent time using tools such as Fume, Frostbite and Houdini.

### Qualifications

Proven Senior 2D and 3D visual effects artist in both code-based and GUI engines for multi-player AAA titles (e.g. *Smite*, *Paladins*, *The Mighty Quest for Epic Loot*, *Ghostbusters* and *Wolfenstein*). Creation of high visual impact, complex effects from scratch or modifications to existing effects to match themes & specifications.

### Related Work Experience

Hi-Rez Studios	2015-2020	Senior visual effects artist (see above)
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: <i>Mighty Quest for Epic Loot</i> . 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: <i>Pirates of the Caribbean – Armada of the Damned</i> .
Threewave Software	2007-2008	Senior visual effects artist: <i>Ghostbusters</i> and <i>Wolfenstein</i>
Electronic Arts (Montreal)	2007-2007	Texture artist and custom weapon design for <i>Army of Two</i> using the Unreal 3 engine.
Artificial Mind and Movement (A2M)/ Warner Brothers	2006	Illustration, storybook work, promotional art, texture art, vertex lighting: <i>Happy Feet</i> game (Nintendo DS) and others
Ubisoft (Montreal)	2004-2006	Texture artist

## 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

## 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.
- Committed to my team, our projects and the company I work for (e.g. 5 years with Hi-Rez Studios 2015-2020).

## Awards & Acknowledgements

- Winner of the David Lawson Award for Excellence for building an accurate simulation of the Hut Island Reef for the Vancouver Aquarium's Hut Island Reef Project.

Artwork Samples Available at [www.creativerapture.com](http://www.creativerapture.com)