

Adam Winsor • 3D Graphic Designer

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SUMMARY:

I am a graphic artist and designer who is passionate about creating both 2D and 3D illustrations and animations for marketing, games, simulations, interactive multimedia presentations, and entertainment.

SKILLS:

Software- Maya, 3D Studio Max, Photoshop, Illustrator, Flash, Dreamweaver, Expressions Web, After Effects.

Techniques- Illustration, 3D Modeling, Web Design, Print Layout, Animation, Display Design, Physical Fabrication.

Traditional- Pen / Pencil Illustration, Acrylics, Watercolor, Sculpture, Photography.

EXPERIENCE:

Technical Artist at [nuMedia Innovations](http://nuMediaInnovations.com), October 2010 to Present. Interface Design for iPad apps, 3D modeling and animation for multimedia and Augmented Reality applications, general design and prototyping for various interactive marketing projects, graphic design for website and print.

Lead Artist for Digitanks, June 2010 to Present. Designed and created user interfaces and 3D assets for indie game. <http://digitanks.com>

Artist at Intellimedia, 2009 to 2010. Designed and created art assets, and built finished environments for educational video games. Titles include: "Crystal Island: Outbreak", "Crystal Island: Uncharted Discovery", and "Narrative Theatre." <http://www.intellimedia.ncsu.edu>

Production Staff at Duratech SE, 2008. Designed and produced labels and stickers utilizing screen printing, digital printing, die cutting, and lamination systems

EDUCATION:

Bachelor of Art+Design from NCSU with a focus on Digital Animation and Interactive Media, 2010. Classes in Game Design, Digital Animation, Ideation, and Traditional Media. Graduated Magna Cum Laude.

- Departmental **Digital Mouse Award** for excellence and leadership in digital technology.

Certificate in Digital Art and Animation from the NC School of Communication Arts.