

ADAM WINSOR

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919.645.8505

OBJECTIVE

My dream is to be an environment artist on a skilled, cohesive team; working to produce stunning, immersive worlds for tomorrow's classic games.

EDUCATION

Bachelor of Art+Design

from NCSU with a focus on Digital Animation and Interactive Media, May, 2010. Classes in Game Design, Digital Animation, Ideation, and Traditional Media.

◆ 2010 Department of Art+Design Digital Mouse Award for Excellence and Leadership in Digital Technology.

Certificate in Digital Art and Animation, NC School of Communication Arts, May 2001.

SKILLS

Software: Maya, 3DS Max, Nevercenter Silo, Mudbox, Photoshop, Unreal, Source, Unity3D, and Flash.

Techniques: Polygonal Modeling, UV Unwrapping, High-poly Sculpting, Digital Painting, Multi-channel Texture Mapping.

EXPERIENCE

Artist at Intellimedia, August 2009 to May 2010. Designed and created art assets for experimental educational video games.

Artist on Calamiy Fuse, a full-conversion Mod for Halflife 2, June 2007 to May 2009.

Lead Artist on "Ethos," an educational game designed to teach good decision-making. May to August, 2009.

Artist at Belltower Labs, May 2009 - September 2009. Concept and creative design on the proposal for a new children's MMORPG.
<http://belltowerlabs.com>

Lead Artist for Meltdown: Xtreme Luge, January 2008 - May 2008. This was a full-conversion mod for Unreal Tournament 2004, done as a semester-long group project for a Game Design class.

