

# ADAM ZEMANY

adamzemony.com

Environment Artist

adam.zemony@gmail.com

## Technical Skills

3DS Max   Photoshop   Unreal4   UDK   Maya   xNormal   Unity   QuixelSuite 2.0

## Project Development Skills

- Modular environment asset creation with a hard surface modeling high to low poly work flow.
- Texturing skills in multiple styles, with a focus on realism.
- Extensive shader work in Unreal 4.
- Prioritize tasks, work well under pressure and meet strict deadlines.
- Experienced with Agile.

## Work Experience

### **Vicarious Visions**

#### ***QA Tester- Unannounced Project***

November 2016 – Present

### **Deep Silver Volition, INC.**

#### ***World Builder- Agents of Mayhem***

July 2016 – Oct 2016

- Built player spaces from already implemented assets within Volition's proprietary engine.
- Modeled a few key elements for these spaces.
- Worked closely with Art Directors and Team Leads to produce exquisite deliverables.

### **WB Turbine**

#### ***Production Art Intern- LOTRO***

July 2015 – March 2016

- Optimized old and new meshes by creating LOD's and scaling.
- Integrated assets into Turbine's proprietary engine.
- Actively participated in team art reviews.
- Practiced agile development via scrum sprint deliverables.

## Education

### **Champlain College - Burlington, VT**

Received May 2015

*Bachelor of Science in Game Art and Animation*

#### **Study Abroad - Montreal, QC**

- Guided by instructors who are game artists at Eidos Montreal.

#### **Honors and Awards**

- Pixologic Next Gen Gaming Student of the Year Finalist 2015

### **Onondaga Community College - Syracuse, NY**

Received May 2010

*Associate of Science in Architectural Technology*