

ADAM J. GILLESPIE - Character Animator
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OBJECTIVE:

To create dynamic, fluid movement for amazing characters and creatures.

EXPERIENCE:

- yU+co - Contract Animator** March 2010 – Present Hollywood, CA
- Ironman 2 Commercial - “Laser Lab” (Commercial)
 - Ironman 2 Commercial - “Stadium” (Commercial)
 - Ironman 2 Commercial - “Supercan” (Commercial)
 - Marvel Super Hero Squad - “Heroes for Peace” (1 minute short)
 - Marvel Universe - “The Heroes are coming” (1 minute short)
 - Trion Game character assets (Models and animation)
 - Various broadcast bumpers and marketing (Animation)
- Three Rings Design – Freelance Animator** April 2010 – Present Off-Site Remote
- Spiral Knights (MMORPG)
 - Emote animations in 3ds Max 9
 - Final Boss animations in 3ds Max 9
- Bungie Studio - Contract Animator** January 2010 - February 2010 Kirkland, WA
- Halo: Reach (Video Game)
 - Realistic Character Animation for humanoid bipedal characters.
 - Use of In-House tools and scripts functioning in conjunction with Maya.
 - Exporting to an Xbox 360 platform to test animation blends.
- Betsoft Gaming - Freelance Lead Animator** June 2009 – Oct 2009 Off-Site Remote
- Enchanted (Video Game)
 - Lead a team in the direction of fantasy animation through example and conference.
 - Proficient use of 3D Studio Max including rigging, blend shapes and animation.
- Ingenuity Engine - Contract Animator** August 2009 - October 2009 Hollywood, CA
- Boys and Girls Club of America PSA (Commercial)
 - Chris Brown: I Can Transform Ya (Music Video)
 - Custom Rigging and animation using 3D Studio Max.
- Shilo Studio - Freelance Animator** July 2009 - September 2009 Off-Site Remote
- AT&T Commercial Pitch (Commercial)
 - AT&T Commercial (Commercial)
 - Robotic animation to be used in television advertising
 - Animation in Autodesk Maya.

Golden Era - Freelance Generalist March 2009 - December 2009 Hemet, CA

- Created assets in 3DS Max through modeling, texturing, animation.
- Render setup and export to After Effects.
- Compositing in After Effects and Nuke for final shot output.

New Fuel Studio - Freelance Animator March 2009 - February 2010 Off-Site Remote

- Ghosthunters 2 (Video Game)
- Bunny Tale (Video Game - In progress)
- 3DS Max animation creation using keyframe animation.
- Custom rigging and modeling
- Use of biped.

Farmer Brown - Freelance Generalist March 2009 - November 2009 Venice, CA

- Wizard 101 (Commercial)
- Project Natal (Commercial + E3 Promotional Video)
- Xbox 360 Avatar (Commercial)
- Created assets in 3DS Max through modeling, texturing, animation and lip synch.
- Physics simulation using reactor and and Rayfire
- Lighting and render setup.
- Mocap tweaking, keyframe animation and blending the two together.

Meteor Games - Staff Animator February 2008 - March 2009 West Hollywood, CA

- Twin Skies (MMORPG)
- Hero Pets (Pets Game)
- 3DS Max animation creation using keyframe animation.
- In charge of base movement (idle/walk/run/death/etc...)
- Combat animation for human and elf claw, fist, gun and dagger attacks.
- 32 monsters of varying appendage counts, bipedal, quadrupedal, octopedal.

SKILLS:

- Proficiency with 3DS Max modeling and rigging with a primary focus on Animation.
- Proficiency in Maya with solid animation and understanding of curves, MEL, and custom toolsets.
- Solid team values with a strong work ethic and genuine passion for animation.
- Quality driven with high adaptability and receptiveness.
- High learning curve for in house pipeline and animation art style.
- Clear and concise communicative abilities in multiple languages.
- Programming knowledge in basic C++, MaxScript, MEL, Python, JavaScripting, HTML, and ActionScript
- Passion for games and game development. Avid gamer on new and old platforms.
- Overall optimistic and smiling personality. Generally a "people person".

EDUCATION:

2005 Art Institute of Philadelphia (Philadelphia, PA)
-Bachelor of Science, Animation Art and Design

<http://www.ajgillespie3d.com>