



**ADAM RICKERT**  
SENIOR CREATIVE DESIGNER  
SWISS ARMY KNIFE

[www.adamrickert.com](http://www.adamrickert.com) | [adam.rickert@gmail.com](mailto:adam.rickert@gmail.com)  
<http://www.linkedin.com/in/adamrickert>

Los Angeles, CA

## TECHNICAL SKILLS AND ABILITIES

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**AUGMENTED REALITY DEVELOPMENT:** Meta Spark Studio, Effect House, Lens Studio  
**VR/METaverse DEVELOPMENT:** Meta Horizon Worlds, Roblox Studio  
**TECHNICAL RESEARCH ON EMERGENT TECH:** AI/Machine Learning, Metaverse/VR/AR/XR, Blockchain  
**ADOBE CREATIVE CLOUD SUITE:** Photoshop, Illustrator, After Effects, Premiere Pro  
**GRAPHIC DESIGN EXPERIENCE:** Painting, Color Theory, Typography, Illustration, Photography, Composition  
**UI/UX DESIGN:** Paper Prototyping, Icon Design, Interaction Design, Navigation Layouts, HUD Design  
**GAME DESIGN/DEVELOPMENT:** Character Design, Story Flow, Copy Editing, Voice-Over Direction  
**GAME ENGINES:** Unity, NGUI, Tyrannobuilder, RenPy  
**3D SOFTWARE:** Maya, Mudbox, ZBrush, 3D Coat, CrazyBump, xNormal, Marmoset Toolkit  
**SCRIPTING LANGUAGES:** Python, Javascript, HTML, CSS  
**MICROSOFT OFFICE SUITE**  
**ADDITIONAL SKILLS:** 27+ Years of RPG and game design, character development, story writing, and level design experience as a Dungeon Master (Dungeons and Dragons/Big Eyes Small Mouth/other tabletop game systems)

## EDUCATION

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**THE ART INSTITUTE OF CALIFORNIA – SAN FRANCISCO**  
Bachelor of Science – Game Art & Design (Graduated with Honors)

San Francisco, CA  
Graduated: *June 2011*

## EXPERIENCE

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### DIGITAL MEDIA MANAGEMENT

Motion Designer/AR Developer/ Tech Researcher

Los Angeles, CA  
*April 2017-Present*

- Motion Design and Video Editing for clients in the TV & Entertainment industry, including Paramount, Fox, Warner Bros, Sony, Lionsgate, Netflix, Hulu, Amazon and DC.
- Created over 100 Augmented Reality Effects for Instagram, TikTok, and Snapchat. Have created 4 TikTok Effects in the Top 1% and 1 in the Top 5% of all TikTok filters.
- Perform research, training, and implementation of emergent technologies, including Metaverse/VR/AR/XR, Crypto/Blockchain, AI/Machine Learning.
- Develop new tools to assist the art team with automation and workflow.
- Develop training presentations for the larger company on tech topics and trends.

### NETMARBLE US

Senior Creative Designer

Buena Park, CA  
*Feb 2015-April 2017*

- Lead a team of in-house and agency designers to develop marketing and social media assets for 20+ mobile game titles, including app store collateral: icons, store screenshots, marketing copy, ad creatives, in-game update notifications, and community engagement assets.
- Develop detailed improvement plans for games currently in production focusing on visual development, UI/UX design, character design, typography, and gameplay/fun.
- Assist with westernization efforts of overseas development studios under the Netmarble family. Provide ongoing insight on cultural sensibilities, aesthetics, and design trends for western market titles.
- Provide ongoing training for team members in a variety of subjects, including graphic design fundamentals, typography, video editing, 3D modeling, and stock photography.

**ADAM RICKERT DESIGN & DEVELOPMENT**Founder/Independent DesignerLos Angeles, CA  
*Sept 2013-Present*

- **MILES WESLEY**
  - Music Video Production
- **CARTER ACE**
  - Instagram AR Filter Development
- **GEORGE UNDA**
  - Print pre-production for event promotion
- **ROBERT FOUNTAIN INTERNATIONAL**
  - 3D modeling and graphic design for event planning agency
- **BRENT CALDERWOOD**
  - Design book cover and promotional materials for book release
- **WINTERS MILK**
  - Logo design, Branding
- **SALSABEAR STUDIOS**
  - Business consultation, contract editing, web design, content writing, game design

**12 GIGS**Software DeveloperSan Francisco, CA  
*Jan 2013 - Aug 2013*

- Write interaction code in C# for Unity3D based casino games
- Clean up and update HTML and CSS styles for existing HTML 5 games
- Create art assets and UI elements for in-game use
- Create animations and visual effects in Maya, Unity3D, and NGUI

**KEAS**Creative LeadSan Francisco, CA  
*Oct 2011 - Aug 2012*

- Establish and refine creative direction for all aspects of game site
- Lead brainstorming/pitch sessions with internal teams
- Create art assets for in-game use and marketing materials
- Create user experience mock-ups for layout and function of new features
- Conduct technical and user research for new feature implementation

**WISHB**User Interface/Production ArtistSan Francisco, CA  
*Aug 2011 - Jan 2012*

- Create illustrations for use in site blog content
- Create and modify existing Flash assets to style guide specifications for use site-wide
- Moderate incoming forum and gallery posts from users

**ADDITIONAL WORK EXPERIENCE**

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**STANFORD UNIVERSITY – DIGITAL MEDIA ACADEMY**

Stanford, CA

Digital Art and Graphic Design Instructor*July 2011*

- Instruct students ages 12-18 in a variety of topics used in Graphic Design and Digital Art
- Topics included: An overview of Adobe Photoshop and Illustrator, color theory, typography, digital painting, composition and layout

**UNITED STATES NAVY**

San Diego, CA

Airman – Photographer's Mate Striker (Honorable Discharge)*2004-05*

- Main provider of full photographic framing and engraving services for officers and flag staff of the USS Ronald Reagan (CVN-76): served a crew of approximately 6000 members.
- Inventoried and maintained photographic, audiovisual, engraving and printing equipment valued at over \$3 million dollars.