

ADAM RICKERT

2 D / 3 D ARTIST

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TECHNICAL SKILLS and ABILITIES

Maya, 3DS Max, Mudbox, ZBrush 4, 3D Coat, CrazyBump, xNormal, Marmoset Toolkit
UDK, Unreal Kismet, Aurora Engine (Neverwinter Nights), Panda 3D, Platinum Arts Sandbox Engine
Programming Languages: Python, MEL, HTML, CSS
Renderers: V-Ray, MentalRay
User Interface Design: HUD Design, Icon Design, Navigation Layouts, Paper Prototyping
Adobe Creative Suite 5: Photoshop, Illustrator, InDesign, Dreamweaver, After Effects, Premiere Pro, Flash, Acrobat
Graphic Design experience: Color Theory, Typography, Illustration, Photography, Layout Design
Corel Graphics Suite 11: CorelDraw, Corel Painter
Microsoft Office 2010: Word, Excel, PowerPoint, Publisher, Access, Outlook, Microsoft Project
Other: 15+ Years of RPG game/story design experience as a Dungeon Master (Dungeons and Dragons)

EDUCATION

The Art Institute of California – San Francisco

Bachelor of Science – Game Art & Design

San Francisco, CA

Graduation Date: June 2011

GAME PROJECT EXPERIENCE

WishB

<http://globworld.com/>

User Interface/Production Artist Intern

San Francisco, CA

August, 2011-present

- 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

Global Game Jam 2011

Unity Game: *Nothing But Mammals*

Character Artist/Lead Rigger

San Francisco, CA

January 28-30, 2011

- Created and pitched multiple game concepts based on a theme for this 48 hour competition
- Developed two distinct 3D characters including ideation, modeling, hi-res sculpt, texturing, rigging
- Developed game mechanics and assisted with supplementary research for game concepts

The Art Institute of California – San Francisco

PC Game: *Archeaus*

Producer/ Game Design / Technical Research

San Francisco, CA

April – Sept, 2010

- Set project timeline and weekly goals for self and team of 8 members
- Developed original game concept and wrote Game Design Document
- Created environment assets based on a level theme
- Researched multiple game engines as well as technical training for team

UDK Game: *Kobolds vs. Humans*

Lead Game Design/Lead Rigger

San Francisco, CA

April - Sept, 2010

- Created Game Design Document detailing overall artistic aesthetic, world design, gameplay mechanics, storyline, playable characters
- Created complete bipedal rigs for 4 unique player characters.
- Maintained sight of document with team members across multiple development teams.

ADDITIONAL WORK EXPERIENCE

Stanford University – Digital Media Academy, Stanford, CA

July 2011

Digital Art and Graphic Design Instructor

- 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

Chimera Hobby Shop, Appleton, WI

May 2006 – May 2008

Sales Associate

- Assisted customers in choosing games and accessories to fit their event or game tastes
- Ran weekly card game tournaments and demonstrated new games to customers

United States Navy, San Diego, CA

June 2004 – August 2005

Airman - Photographer's Mate Striker (Honorable Discharge)

- 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.
- Restructured order taking process and filing system, implemented computerized order entry system speeding efficiency and raising overall customer service satisfaction by 200%.

OfficeMax, Inc., Wausau, WI

July 2002 – December 2003

CopyMax Supervisor

- Provided 80% of the graphic design functions for CopyMax design orders
- Created camera ready art for print, sent proofs to clients, color separated artwork for print
- Responsible for department payroll and scheduling
- Train new employees on all facets of CopyMax operations
- Cold called business owners and met personally with businesspeople at their locations to promote CopyMax products and services
- Awarded #1 Mini CopyMax in district for Color Calendar Sales for 2002, with \$15,192 in sales against a goal of \$15,699.

AFFILIATIONS

Professional Organizations

Graphic Artists Guild

Art Institute of California – San Francisco:

Game Art & Design Club, Visual Game Programmers Club, Sculpture Club, Concept Art Club

Art Institute of Pittsburgh – Online Division:

Founding member of the Student Council

AWARDS

Spring 2005

USS Ronald Reagan – “A Night at the Met”

1st place in Calligraphy, 2nd place in Digital Art