

## A D A M R O S E N Z W E I G

### CAREER OBJECTIVE

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To work for a company where I can diversify the scope of my work and share an exciting and unified vision that encompasses unique artistry as well as interactive gaming.

### WORK EXPERIENCE

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04/09 – 03/10, 04/10 – 06/10    **Brand New School**    New York, NY  
*Freelance 3D Modeler & Texture Artist*

- Responsible for the creation of 3D models, environments and textures for various commercial and advertisements
- Modeled a wide range of realistic and stylized objects including characters (i.e. Jack from the “Label Story” campaign), environments (i.e. arid and lush jungle environments in Mitsubishi campaign), and props (i.e. chandelier for Tony Awards spot)
- Supervised modeling/texturing and CAD reconstruction of numerous projects including Jack Daniel’s Tennessee Whiskey and Lexus campaigns
- Created layout and environments, fashioned the interior/exterior of the theatre in Tony Awards spot
- Other spots include Nissan, Microsoft XBOX360, Carefree, ESPN, and Cartoon Network

04/10    **The Mill**    New York, NY  
*Freelance ZBrush Artist*

- Through integrative teamwork, using another modeler’s direction and base models, detailed an alien’s fingerprints and complex tentacles
- Produced normal maps using ZBrush which were then seamlessly integrated with the texture maps provided for the project

02/07 – 02/09    **Brand New School**    New York, NY  
*3D Modeler & Texture Artist*

- Converted a wide variety of CAD data into usable models for animation, lighting, and rendering
- Shaped and detailed layouts/environments of haunted mansion and gardens of Sci-Fi channel’s “Estate of Panic” spot, as well as guitar racetrack for Dodge campaign, and amusement park & street for BBC One
- Created hand-painted textures and normal maps as well as using photography to form textures
- Other spots: Toyota, Hewlett-Packard, Budweiser, SONY, AT&T, Microsoft, Nabisco, Align, Hannaford, and Wild Harvest

## INTERNSHIPS

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- 06/05 – 08/05      **Manic**      New York, NY
- Gained experience with Maya and ZBrush for Mac and PC, SGI Machines (Smoke, Flame, Inferno) and AVID
  - Performed duties of production assistant, organized and scheduled meetings in role of clerical and administrative assistant
- 05/04 – 08/04      **Rhino Editorial**      New York, NY
- Created images and touched-up in-house projects with Photoshop
  - Operating systems and hardware management in editing bay
  - Individual projects included creation of Kentucky Lottery logo and 2010 Olympics logo for the US bid
- 06/02 – 08/02      **Charlex**      New York, NY
- Created database for show reel archives using Microsoft Excel
  - Formed photo-realistic images and created some elements (including an airplane) for a campaign in Maya

## AWARDS AND ACHIEVEMENTS

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- 2010    Cannes Film Festival – Silver Lion Award – ESPN Monday Night Football
- 2010    AICP Winner – Animated Commercial – Jack Daniel’s Tennessee Whiskey “Label Story” campaign, “Old No. 7” spot
- 2010    AICP Winner – Graphic Design – Jack Daniel’s Tennessee Whiskey “Label Story” campaign, “Old No. 7” spot
- 2010    NEXT Winner – Experimental – ESPN Monday Night Football
- 2006    Full Sail – Course Director’s Award for Character Modeling

## EDUCATION

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- 09/05 - 11/06      **Full Sail Real World Education**      Orlando, FL  
Associate Science Degree in Computer Animation

## SKILLS SUMMARY

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Technical Skills – Modeling, texturing and knowledge of lighting, scene composition and character design, sketching and drawing terrain/buildings, photo-realism and unique creations, overall design and element creation

Personal Attributes – punctual and flexible to work under diverse conditions and schedules, proficient at independent and team work collaboration, dynamic and creative, multi-task oriented, extremely organized and efficient

Computer Skills – expert in: Autodesk Maya 7 – 2011, Adobe Photoshop 4 – CS5, Pixologic ZBrush 2.5 – 3.5r3, intermediate experience in: Autodesk Mudbox, Adobe After Effects CS, Apple Shake, Currently learning: 2D3 Boujou3, Pixel Farm PFTrack