

Paul Adam

Objective

To apply my skills in concept design, character design, and 3D/2D modeling to creating highly original, top quality artwork.

Work Experience

2004 - 2005 Detour Films
Austin, TX

Animator – “A Scanner Darkly”

- Digitally rotoscope and enhance filmed footage, freehand animate when necessary.
- Photorealistically animate and embellish characters.
- Accurately track and render 3D objects with spline and polygonal tools.
- Digitally paint backgrounds.
- Use Color Engine (the proprietary software used to animate “Waking Life”) to perform all digital art tasks.

2004 Pirate Productions
Austin, TX

Art Director / Concept Artist

- Created character, vehicle and environment designs for use in a short film
- Managed 2D art team
- Created tutorials and trained junior artists

2000 - 2004 IBM
Austin, TX

OpenGL Staff Software Engineer

- Maintain the Open GL API Pipeline for AIX
- Upgrade the OpenGL debugger
- Create OpenGL demos and testcases
- Work on OpenGL API drivers for OEM graphics adapters
- Perform feature verification testing on various 3D and 2D graphics adapters

2002 Chimaera Comics
Austin, TX

Comic Book Artist

- Created, wrote and drew Renegade BLU, a 10 page vignette for an anthology
- Self-published the comic book anthology Tales from the Lair
- Coordinated with two other artists
- Worked San Diego Comiccon booth promoting comic book

1997 - 2000 EPM
Fulton, MO

3D GUI Artist / Tool Developer

- Modeled and animated various heating and cooling equipment in 3D Studio MAX
- Adjusted photographs, created textures, and icons using Paint Shop Pro
- Created tools using Visual Basic which improved in-house data compilation
- Built and configured remote server machines from scratch
- Did R&D on a Linux based environment to reduce costs (Linux plan currently being implemented)

1996 - 2000 University of Missouri
Columbia, MO

Cartoonist

- Created, wrote, and drew the comic strip The Commuter
- Published in The Maneater newspaper twice weekly
- The Commuter is viewable at <http://www.untameduniverse.net>

Education

1996 – 2000 University of Missouri
Columbia, MO

BS Computer Science

- Minor in Mathematics
- Additional coursework in Art and Electrical Engineering

Honors

- Engineering Honor Role: F96, F97-W98
- Engineering Deans List: F96, F97-W98
- Charles M Schulz National College Comic Strip Contest: TOP 10 Finalist 1998 &1999