



ADAM MURATOFF
3D Character Artist

...Living in Vancouver,
B.C., Canada

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PROFILE

I have industry experience in delivering 3D / 2D Character Artwork for AAA game titles and commercial multimedia and almost a decade worth of experience as a Senior Interactive UI Designer / Programmer and Motion Graphics Designer. I am self motivated and work well individually and in team environments. I can contribute greatly to your project during any phase of production. Thank you for your time and consideration.

SKILLS

- Modeling/Texturing Asset Creation
- Blend Shape/Morph Target Creation
- Texture Map Painting/UV (Bump/Spec/Diffuse/Others)
- Base Mesh Creation and Optimization to suit your Pipeline
- Shader/Lighting Setup (3DS Max/Maya)
- Sculpting in Zbrush/Mudbox for Multiple Output (Realtime, Cinematic, Action figures, Toys, Statues)
- Flash Animation and Programming in ActionScript 2 & 3
- Motion Design and Compositing with After Effects
- Video Editing with Premiere

EXPERIENCE

3D CHARACTER ARTIST, UNITED FRONT GAMES — 2010-PRESENT

True Crime: Hi and Low Poly Character Creation using Zbrush, 3DS Max, and XNormal. Retopology on many character meshes and creating hand painted realistic texture maps.

ART DIRECTOR, REINVENT INC. — 2007-2009

Virtual Vancouver (PC Virtual World) / Virtual Dubai (PC Virtual World) / Reinvent Worlds (All Marketing Media) / Treasure Hunt (PC Game), Vancouver.com (Pseudo 3D, Interactive Flash Map)

3D GENERALIST, THEMEDIA CO. — 2006-2007

Medical Animations for the Pharmaceutical Industry

3D CHARACTER ARTIST, ELECTRONIC ARTS — 2005-2006

FIFA 06 / NBA Live 06

3D GENERALIST, ALIEN CONCEPT — 1999-2005

3D, Multimedia and Motion & Web Design for a variety of clients globally.

EDUCATION

My Basement, the Internet and the hands-on experience I have gained from my time working with great people in the industry.

REFERRALS

Chris Jensen, COO, *Reinvent Technology*

"Adam is one of the very few people I have met with the ability to combine artistic ability and integrity with business reality. He is the only artist that I have confidently delegated with business tasks and team members. His 3D skills are outstanding and this gives him instant credibility in a creative environment. His personal skills translate well into business situations and he never let me down on any project. I would employ Adam again any time I had a suitable role."

Rob Bauman, *Director Immersive Technology, Reinvent Technology*

"Adam is a consummate professional, capable of translating written and verbal requirements into compelling 3D artwork. His multi-disciplinary skills allow him to manage the full life cycle of producing 3D artwork for gaming, presentation through a web browser or as part of a multi-media presentation to clients. Adam's consistent attention to detail and knowledge of the artwork pipeline made him an asset as we managed our initial 3D Efforts."

Ryan Cumming, *3d Generalist, Reinvent Technology*

"Adam Muratoff is easy going, positive and is a true pleasure to work with. He is highly motivated creatively, learns well on an independent basis and is an excellent problem solver. Adam can adapt with ease and fits well in any situation."

Conor Shankey, *CTO, Reinvent Technology*

"Adam is an exceptional 3D Artist, very committed and disciplined to his craft. Adam always seems to have an excellent attitude."

Ada Chan, *Studio Director, THEmedia*

"Adam's fantastic 3D production capabilities were always above and beyond everyone's expectations at THEmedia. I admire how he was not only able to animate many of our complicated Pharmaceutical MOAs in a scientifically accurate manner -- but also able to make them visually engaging and compelling for viewers outside of the industry. I'd definitely work with him again!"

Trevor Brady, *Creative Director, THEmedia*

"Adam is a creative and detail oriented visual artist. He works well within a team and delivers on direction. I'd highly recommend working with Adam. Trevor Brady"

Jeffrey Thiessen, *Managing Director / VP Sales, THEmedia*

"Adam is an extremely talented 3D visual effects developer. In the short time that he was with us he worked with some of our largest pharmaceutical clients developing very detail oriented 3D Mechanism of Action animations. His attention to detail and his ability to understand very complex subject matters were a tremendous asset to our organization. He always brought a positive attitude to the office and worked well with others."

Darrell Uhearn, *Director of Technology, THEmedia*

"Adam Muratoff is a skilled 3D Visual Effects artist who worked with us at THEmedia for approximately two years. He is talented as an artist and I can recommend him as an extremely competent 3D Generalist, Motion Designer, and Composer. At the time Adam also had aspirations of becoming an Art Director, I believe that if he puts in as much time and dedication to that role as he did to his role at THEmedia he will surpass everyone's expectations."

References Available Upon Request

