



ADAM MURATOFF
3D Art Generalist

...Living in Vancouver,
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PROFILE

I have 8+ years industry experience as a Character & Creature Artist for Film, TV Series & AAA game and 12+ years of experience as a 3D Generalist / 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

- 3D Organic Modeling
- 3D Hard Surface Modeling
- Digital Sculpting
- Photo-Realistic Texture Creation
- Lighting & Rendering
- Conceptual Art & Look Development

EXPERIENCE

SENIOR 3D CHARACTER & CREATURE ARTIST, ATMOSPHERE VISUAL EFFECTS — 2011-2012

Primeval: New World (Episodic TV Series) (Season 1)

LEAD 3D CHARACTER & CREATURE ARTIST, ANTHEM VISUAL EFFECTS — 2010-2011

Sanctuary (Episodic TV Series) (Seasons 3 & 4)
NeverLand (Episodic TV Mini-Series)

3D FREELANCE ARTIST, ADAM MURATOFF PRODUCTIONS — 2009-PRESENT

Falling Skies (Episodic TV Series) (Season 3)

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

Sleeping Dogs (a.k.a. True Crime: Hong Kong)

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 2006
NBA Live 2006

3D GENERALIST, ALIEN CONCEPT — 1999-2005

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

References Available Upon Request