

Adam Littledale

Environment Artist



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I am an aspiring game artist with a passion for creating detailed, fully realized environments with a goal of establishing a long term career as a modeler/texture artist within the gaming industry.

Skills

- Original artwork, concept prototyping
- Detail oriented asset production: modeling, UV unwrapping, shading, texturing, lighting and rendering
- Digital Sculpting
- Excellent observation and interpretation of objects, atmosphere and environment
- Creative use of color, space, usability, detail and visual flow
- Strong communication and problem solving skills
- Meet deadlines in an efficient and effective manner
- Team and goal oriented

Experience

- Teaching assistant at Vancouver Film School's 3D modeling classes
- Eight years of graphic and web design experience with local agencies including Blast Radius, Blender Media, Axis Interactive and Noise Media – Client projects included: Jordan, Nike, Nintendo, Honda, and Electronic Arts
- Collaboratation with a wide range of practitioners (programmers, designers, photographers, artists) to complete projects and attain the desired outcomes
- Long history in creative fine arts including personal and commissioned works

Software

- Adobe Creative Suite
- Autodesk Softimage, Maya, 3D Studio Max
- Pixelogic Zbrush

Education

2009 - 2010

Vancouver Film School: 3D Animation & Visual Effects
Graduated with honors

2008

Vanarts Institute of Media: Maya

2003

Vancouver Film School: 3D Studio Max

2001

Focal Point Photography School