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Adam Chandler

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My goal is to constantly improve myself in a challenging and creative environment, using my skills to create images and experiences for video games.

GAMES WORKED ON

Borderlands 2: Tiny Tina's Assault on Dragon Keep

Aliens: Colonial Marines – (<https://www.youtube.com/watch?v=Q7UBQouJBns>)

Disney's Epic Mickey 2 – (<http://www.youtube.com/watch?v=2A86QGOJaQU>)

Galaxy For Hire – (<http://galaxyforhire.com/>)

First Person Cultural Trainer – (<http://www.youtube.com/watch?v=8HnvIJtFAHQ>)

WORK EXPERIENCE

(Sep 2013 – Present) - CG Artist (Generalist) – PSAV

- Created previsualization renders for live events and architecture
- Led and executed many 3D animations for special projects, using fundamentals of animation, lighting, compositing, modeling and texturing
- Responsible for organization and management of art assets, as well as improving 3d practices and optimization. Both quality and efficiency of renders in the CG department have been vastly improved due to my enhancements.

(Sep 2012 – Jun 2013) – Gearbox Software - Audio Intern

- Created and implemented audio into maps to create complex sound environments, including ambience, emitters, scripted sounds, and sounds used in animatics
- Fixed audio bugs, using knowledge of Wwise and the Unreal engine to implement changes

(May 2012 – Sep 2012) – Junction Point Studios - Associate Environment Artist

- Improved and optimized Wii level, to bring it up to next-gen console standards
- Fixed and resolved bugs reported in my assigned level
- Pumped more detail into the environment, while retaining Disney's unique style

(Jan 2010 – Dec 2012)

Art Lead/Environment Artist – Military and Medical Funded Research Projects

- Led a team of up to 8 artists to create detailed and rich environments and characters
- Determined the overall direction of the artistic style and quality, and made sure all art was consistent.
- Created realistic assets based off of culturally accurate real-world reference, to be used in the Unreal Engine

(Sep 2008 – July 2009)

3D Animator – Real Page

- Modeled and textured furniture sets to be used for 3D apartment renders
- Lit, rendered, and animated camera flythroughs of apartments based on client floorplans

EDUCATION

University of Texas at Dallas (2009 - 2012)

- MFA in Arts & Technology
University of Texas at Dallas (2005-2008)
- BA in Arts & Technology; 3.595 GPA

OUTSIDE INTEREST

Level design, sound design, music composition, piano, mobile game development