

# Adam Keating

Game Design and 3D Art

www.adamkeating3Dart.com

## Experience

### Sanctuary Studios Software, Inc

Multimedia Developer (Sept. 2015 - Current)

- Model and texture architectural elements for interactive construction presentations
- Model high poly interior elements, architectural elements, and furniture
- Render and composite phased construction presentation

### Center for Arts Inspired Learning

Master Teaching Artist of Game Design (June 2013 - August 2015)

- Instructed, managed and directed groups of high school students in multiple aspects of Game Design, including:
  - Character Design
  - 3D Modeling
  - 2D and 3D Animation
  - Level Design
  - Basic Javascript and C# programming

### Case Western Reserve University

Interactive Design and 3D Artist (June 2014 - May 2015)

- Model and texture an interior hospital scene
- Rig and animate character models for both skeletal and facial animations
- Developed scene layouts for multiple rooms
- Built PBR materials for both character and environmental assets

### Capp Solutions

Visual Design Intern and Sales Associate (June 2012 - Sept. 2012)

- Illustrated logos and graphics for tee-shirts, hats and other merchandise
- Modified designs of printed products for digital distribution

## Skills

**Autodesk 3DS Max**

**Adobe Illustrator**

**Unity3D**

**Adobe AfterEffects**

**Autodesk Maya**

**Adobe Photoshop**

**Unreal 4**

**Adobe Premiere**

## Leadership

### Cleveland Institute of Art

Game Club President (Sept. 2013 - May 2014)

- Organized and advertised biweekly meetings of the CIA Game club
- Directed several cross campus multi bracket tournaments

Joint CIA/ CWRU Game Development Project Lead (Sept. 2013 - Dec. 2013)

- Coordinated both Art and Programming Teams in a Joint Cleveland Inst. of Art and Case Western game development class

Joint CIA/ CWRU Game Development Art Lead (Sept. 2012 - Dec. 2012)

- Led two additional artists in developing characters, animations, level assets and other artistic content

## Education

### Cleveland Institute of Art

Bachelor of Fine Arts in Game Design

Class of 2014