

# Adam Velazquez

## Animator

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### EXPERIENCE

#### Sam Vest Studios, Los Angeles, California

##### 3DGeneralist (Freelance)

September 2022 - PRESENT

- Animated 3D characters and props in Maya for patent-pending products
- Responsible for finalizing 3D Modeling for characters intended for board game figurines
- Ensured all aspects were created on time and to the standards of supervisor feedback

#### Self Employed, Los Angeles, California

##### 3DGeneralist (Contract)

June 2013 - Present

- Model and Animated 3d Characters for Instagram Advertisements
- Illustrated 2D hand drawn posters, portraits from start to finish
- Animated 2d Motion graphics from start to finish

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### EDUCATION

#### Gnomon School of Visual Effects, Los Angeles California

##### Graduated, Bachelors of Fine Arts

2020 - 2022

Education in computer graphics

#### Saddleback College, Mission Viejo California

July 2013- September 2016

Major In Film and Television

### PROJECTS

#### ProjectTyphlotic — Rigging and Animation

Rigged and Animated characters as well as storyboarded for a collaborative project for the school.

### AWARDS

Gnomon Best of Term - Winter 2021, Fall 2021, Summer 2022

### SKILLS

Implementing Animation for Cinematics as well as Gameplay

Sense of Motion and timing

Comfortable with Procedural workflows

Capable of working with Character Art, Environment art, 3d Rigging and Animation

### SOFTWARE PROFICIENCY

Zbrush,Blender, Maya, Houdini, Substance Designer, Painter, Sampler, Photoshop, Unreal Engine

### LANGUAGES

Fluent in English and Spanish