

Adam Bradish

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Objective

To obtain a challenging position in a Team Environment where I can utilize and enhance skills learned from past job experiences and courses

Education

DAVE (Digital Animation & Visual Effects) School

Occupational Associates Degree in Digital Animation and Visual Effects
Orlando, FL Dec 2006

Full Sail Real World Education

Associates of Science Degree in Digital Media
Winter Park, FL Oct 2005

Monroe Technology Center

Certificate Degree in Computer and Digital Animation
Leesburg, VA June 2003

Work Experience

BRANIT VFX – Kansas City, MO September 2007 - January 2008

3D Generalist

- Create & Texture 3D Objects for various commercial projects

WOLFHOUND PRODUCTIONS–Orlando, FL April 2007

Animator

- Animated characters doing a variety of dance moves

DAVE SCHOOL PRODUCTIONS–Orlando, FL April 2007

Animator , Modeler

- Modeled set pieces, created character facial morphs, added secondary motion on top of motion capture data for character animation

Software Knowledge

- Lightwave 3D
- Adobe Photoshop, After Effects, Premiere
- Final Cut Pro
- Maya
- Comfortable with both Mac & PC