

Adam Bradish

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Objective

To obtain a challenging position in a Team Environment where I can utilize and enhance skills learned and grow as an artist

Work Experience

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

3D Generalist

- Create & Texture 3D Objects for various commercial projects

DAVE SCHOOL PRODUCTIONS–Orlando, FL June 2007

Animator / Modeler

- Modeled set pieces and animated characters for a music video

WOLFHOUND PRODUCTIONS–Orlando, FL April 2007

Animator

- Animated various characters for product infomercial

Project Experience

Star Wars Animated: Tales of the New Republic

Modeler / Animator

- Modeled Characters and Set Pieces, Animated various shots and composited scenes for final shots

Creepers

3D Generalist

- Modeled various set pieces, made sure shot continuity was accurate, Animated various shots and character lip-sync, Composited various shots

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

Software Knowledge

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