

ADAM MARYNIK

marynikart@yahoo.com
623-606-8466
www.marynik-art.com

WORK HISTORY

Method Solutions

3D Artist

Dallas, TX

April 2011-Nov 2012

Creation of 3D and 2D Environment assets for social games on Facebook

YardSale- Created hi-poly 3D assets and scenes and setup User Interface.

House MD Critical Cases- Setup User Interface and Special Effects

Viva Mall- Created Low Poly 3D Assets.

Budcat Creations/Activision

3D Artists

Iowa City, IA

July 2008-Jan 2011

Top Shot Arcade: Wii

Environment Artist- Created realistic environments both organic and hard surface

Layout Artist- Followed concept art and maintained consistency and standards of art created by fellow artists.

Band Hero: PS2

Environmental Artist- Converted XBOX 360 assets to PS2 specifications

Our House Party: Wii

Animator, Environmental Artist, and Lighting Artist

Guitar Hero- Metallica: Wii & PS2

Environmental Artist- Converted XBOX 360 assets to Wii specifications

CIT Animation

3D Animator

Tempe, AZ

June 2007-June 2008

Bony Macaroni- Children's TV series Pilot

3D Animating, Modeling, and Concept Art of characters environments, and vehicles.

SKILLS

3ds Max, Maya, Photoshop, Zbrush, After Effects, Modo, Xnormal, Flash, Unity,
Cinema 4D, Modeling, Animation, UV Mapping, Rigging, Lighting

RELATED EXPERIENCE

Monster Media 3D

2011-2013

Freelance 3D Artist- Modeled and Animated 3D worlds used in 3D projection displays

Pixar Animation Master Class

2010

Seminar taught by Pixar Senior Animator Andrew Gordon

2006 A.S.P.I.R.E. NASA Project

April 2006

The Art Institute of Phoenix

Phoenix, AZ

Animated a three second scene of the Mars rover

EDUCATION

Bachelor of Arts in Media Arts and Animation

2006

The Art Institute of Phoenix

Phoenix, AZ