

# ALYSON ADAMS

## 3D ARTIST

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Dynamic, goal-oriented, professional with 5 years of experience and four shipped titles in the video game industry. Proven success in designing realistic 3D characters and game-ready assets. Has served as an unofficial lead in various positions and is excited to continue driving new artistic standards for new and exciting next-gen titles.

### EXPERTISE

- Character Design
- 3D Modeling
- Textures and Materials
- Skinning/ Rigging
- Staff Training
- Project/ Staff Management
- Research and Development
- Team Building
- Quality Assurance

### SOFTWARE

- ZBrush
- Maya/ Max
- Substance Painter/ Designer
- Unreal Engine 4/ Unity
- Marvelous Designer
- JIRA/Perforce
- Adobe Suite

### MEDIA

#### 3D Artist Magazine

Featured Artist for Issue #114: Sci-Fi Sculpts

#### 80.LV

Featured for Innovations in 3D VR Game Art

### AWARDS

**The Rookies 2016**  
Editor's Choice Award

#### Entelechy 2015, 2016

Finalist for the Excellence in 3D Character Art and 2D Concept Art Awards

### EDUCATION

**Savannah College of Art and Design**  
2012-2016

BFA in Interactive Design and Game Development with a Minor in concept Art for Games

## EXPERIENCE

### NETHERREALM STUDIOS

#### Character Artist

**2021 - PRESENT**

#### Associate Character Artist

**2018 - 2021**

Streamlined 3D gear asset production and organized resources to meet critical deadlines ahead of schedule. Oversaw material creation for character gear assets and created materials, textures and rigs for gear, successfully shipping 1200+ assets in Mortal Kombat 11 and MK11 DLC. Trained and mentored other internal artists on best practices for asset production and acted as the final barrier of quality assurance for the character team, helping to ensure all assets passed qualifications for AAA game titles.

- Took over management of gear integration and acted as the point of contact for all gear-related needs in the studio, resulting in deadlines met ahead of schedule and contributing to successful game and DLC launches.
- Supervised gear materials and integration, rigged and weighted multiple character skins for Mortal Kombat 11, Mortal Kombat 11 DLC, and unannounced projects.
- Spear-headed multiple important research and development efforts, laying the groundwork for use of new technology in next generation games.

#### Shipped Game Titles:

- **Mortal Kombat 11, Mortal Kombat 11: Aftermath, MK11 Kombat Packs (PC/Console)**  
Associate 3D Character Artist on best-selling fighting game Mortal Kombat 11. The game has sold +8M copies to date and was awarded Fighting Game of the Year by The D.I.C.E. Awards 2020 and The Best Game You Suck At Award by the Steam Awards 2019. It has received rave reviews from various outlets and has an 86% on MetaCritic and a 9/10 from Steam users. MK11 was the cover title for Game Informer, Issue #313.

### LABRODEX STUDIOS

**2016 - 2018**

#### 3D Artist, Lead Artist, and Outsource Manager

Supervised game level creation, VR-ready game art, and implemented final edits and specifications on demos for PAX East, GDC demos, and PC/console games. Oversaw new hire interviews, reviewed resumes/portfolios, and applicant reviews with management. Managed outsource artists and integrated outsourced assets.

- Established best practices, pipeline standards, and game runtime optimization procedures for crafting VR-ready game assets.
- Trained other artists in industry-standard 3D software as well as Virtual Reality pipeline processes and instituted artistic standards for internal and external artists, resulting in fruitful demos for GDC and PAX.
- Chosen to direct a diverse team of artists for the company. Due to innovative leadership, the team successfully launched various titles to PC, console and Android/ Apple devices.

#### Shipped Game Titles:

- **SCRAPER: First Strike (Steam/ Oculus VR/ PC, PSVR)**  
Featured at GDC and PAX East, successfully presenting to the public to very positive reviews. Received a 4/5 on VRFocus, and Metro.co.uk said "the environments are impressive," which were largely my responsibility.
- **Dex: Your AR Dog Companion (Mobile Android/ Apple Devices)**
- **Dex's Day Out (Mobile Android/ Apple Devices)**

### FIVESTONE STUDIOS

**SUMMER 2016**

#### 3D Artist and Level Designer (Intern)

Created concept art, 3D models, textures and rigged/ weighted characters and props for use in Unreal and Unity projects, mobile game apps, animated shorts, and advertising content. Developed assets with an array of designs varying from realistic arch-viz assets to stylized characters and environments.

- Created five separate proof-of-concept demo projects used to pitch larger projects to clients which lead to production contracts for the studio and an increase in business partners.