

# ALYSON K ADAMS

## SENIOR CHARACTER ARTIST

**PORTFOLIO:** [www.akaart.net](http://www.akaart.net)

**PHONE:** 812-319-8706

**EMAIL:** [alysonkadams@gmail.com](mailto:alysonkadams@gmail.com)

Dynamic, goal-oriented professional with almost 6 years of experience and four shipped titles in the video game industry, with a handful of unannounced projects in production. My objective is to push artistic bounds and continue driving high artistic standards for next-gen titles.

## EXPERIENCE

### EXPERTISE

- Character Sculpting
- Retopology / Low-Poly Model Creation
- Hard-Surface Modeling
- Texturing
- Skinning/ Rigging
- Art Direction
- Team Management
- Research and Development

### SOFTWARE

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

### MEDIA

#### 3D Artist Magazine

Featured Artist for Issue #114: Sci-Fi Sculpt

#### 80.LV

Featured for Innovations in 3D VR Game Art

### EDUCATION

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

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

## NETHERREALM STUDIOS

### Senior Character Artist

2023 - PRESENT

### Character Artist

2021 - 2023

### Associate Character Artist

2018 - 2021

Create characters, creatures and props and other 3D assets for cutting-edge next gen games. Revise and streamline the character creation pipeline, and manage outsource character, creature and prop creation and feedback.

Projects: Various TBA, Mortal Kombat 11, Mortal Kombat 11: Aftermath

## LABRODEX STUDIOS

### Lead 3D Artist / Art Director

2016 - 2018

Established best practices, pipeline standards, and game runtime optimization procedures for crafting VR-ready game assets. 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. Managed outsource artists and oversaw studio art direction.

Projects: Scraper: First Strike, Dex's Day Out

## FIVESTONE STUDIOS

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

SUMMER 2016

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.