

ALYSON K ADAMS

SENIOR CHARACTER ARTIST

PORTFOLIO: www.akaart.net

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EXPERIENCE

EXPERTISE

- Character and High-Res Sculpting
- Retopology
- Low-Poly Modelling
- Hard-Surface Sculpting/Modeling
- Texturing
- Material Creation
- Skinning/ Rigging
- Extensive Knowledge of Human and Creature Anatomy
- Art Direction
- Team Management
- Research and Development
- 2D Art

SOFTWARE

- ZBrush
- Maya
- Substance Painter/ Designer
- Unreal Engine 3, 4 and 5
- 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

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

2018- PRESENT

- Orchestrated the creation and management of an extensive library of AAA-quality 3D character assets, setting new industry benchmarks for artistic craftsmanship and elevating the already-impressive bar set by NRS in the fighting game genre to new heights.
- Provided extensive and visionary art direction to multiple internal and external teams across multiple AAA projects, resulting in awe-inspiring character, gear and prop art that surpassed all quality expectations and set new bars for artistic excellence.
- Displayed an unwavering commitment to artistic mastery by personally executing on a diverse array of mesmerizing 3D characters, each carefully crafted from concept to completion with unyielding precision.
- Garnered resounding acclaim for individual contributions to the prestigious Mortal Kombat franchise, where artistic brilliance and impeccable art direction redefine industry standards and captivating audiences worldwide.

LABRODEX STUDIOS

Principal 3D Artist / Art Director

2016 - 2018

- Established a definitive set of best practices, pipeline standards, and game optimization techniques for crafting VR-ready characters and environments, demonstrating expertise in creating immersive and compelling virtual experiences.
- Oversaw the development of game levels and VR-ready character art, leaving an indelible mark on each project with meticulously crafted and breathtaking character designs.
- Took charge of final edits and specifications for demos showcased at major events such as PAX East, GDC, and PC/console game launches.
- Successfully managed outsource artists, ensuring timely delivery of high-quality assets, while maintaining consistency with the studio's art direction.

FIVESTONE STUDIOS

3D Artist and Level Designer (Intern)

SUMMER 2016

- Showcased artistic prowess by creating concept art, 3D models, textures, and fully-rigged characters and props across diverse projects in various game engines, including Unreal and Unity, for mobile game apps, animated shorts, and captivating advertising content.
- Garnered accolades for a boundless imagination, successfully translating a myriad of design styles into a stunning array of character assets - from exquisitely realistic arch-viz elements to boldly imaginative and uniquely stylized characters and environments.