

ALYSON K ADAMS

3D ARTIST

CONTACT:

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WORK BACKGROUND

ASSOCIATE CHARACTER ARTIST

NetherRealm Studios, 09/2018 - Present

- Managed integration of character gear, created documentation on the gear pipeline and trained other artists on gear production, becoming the go-to person for the majority of gear-related needs.
- Worked on hundreds of gear and skin assets for Mortal Kombat 11, MK11 DLC and upcoming projects.
- Wrote documentation to visualize internal and external efforts on gear props, saving company time and helping to optimize resources.
- Assisted in various high level R&D efforts, saving leadership weeks of initial research and documentation.

3D ARTIST

Labrodex Studios, 12/2016 - 07/2018

- Established best practices and optimization techniques for creating VR-ready game assets and wrote pipeline documentation.
- Created grey-box game levels, VR-ready game assets and set dressed levels for PAX East showcase, GDC demos and console/ PC release.
- Taught other artists in industry-standard 3D software and trained them on my VR pipeline, leading to successful demos at PAX and GDC.
- Conducted onboarding interviews, resume reviews, portfolio reviews, and candidate reviews with leadership.

3D ART INTERN

Fivestone Studios, 06/2016 - 08/2016

- Created proof-of-concept demos for various projects, including arch viz demos and game app mockups to showcase possible features.
- Modeled assets for use in Unreal/ Unity projects, animated shorts, mobile game apps and advertising content.
- Created assets in a variety of styles ranging from high-fidelity arch-viz assets to cartoony characters, foliage and environments.

ACHIEVEMENTS

- **Mortal Kombat 11 / NetherRealm Studios** - Over 8 Million Copies Sold to Date, Fighting Game of the Year (D.I.C.E. Awards 2020), The Best Game You Suck At Award (Steam Awards 2019), Featured Title: Game Informer Issue 313 (2019)
- **The Blues Crab / CURV Studios (Freelance)** - Outstanding Animated Film (High Peak 2019), Best Animation Short (Prisma 2019), Best Professional Animation (Reel to Reel 2019), Award of Excellence (Vega 2019), Animation Award (Ocean 2019), Best Short Film (Queen Palm 2018), Best of Show (Depth of Field 2018), Various Film Fest Nominations/ Honorable Mentions
- **SCRAPER / Labrodex Studios** - PAX East 2018 and GDC 2017-2018 Exhibitor
- **80.LV / Labrodex Studios** - Featured for VR Game Art
- **3D Artist Magazine Issue #114: Sci-Fi Sculptors (2017) / As Individual** - Featured Artist
- **The Rookies 2016 / As Individual** - Editor's Choice Award

SOFTWARE AND SKILLS

- **ZBrush** - High and Low Poly Sculpting, Organic Sculpting, Extensive Knowledge of Human and Creature Anatomy
- **Maya/ Max** - Low-Poly/ Hard-Surface Modeling, UV Mapping, Retopology, Skin Weighting, Rigging, XGen Hair Creation, Basic Python Usage
- **Substance Painter/ Designer** - AAA-Level Texture / Material Creation, Tiled Materials, Trim Sheets
- **Unreal/ Unity** - Mesh Integration, Environmental Storytelling, Materials, Level Design, Lighting/ Rendering, LODs, Performance Diagnostics, Basic Blueprint Usage
- **Adobe Suite** - Concept Art, Texture Manipulation for Various Map Types, Art Direction

EDUCATION

BFA IN INTERACTIVE DESIGN AND GAME DEVELOPMENT, 2016 | MINOR IN CONCEPT ART FOR GAMES, 2016 Savannah College of Art and Design (SCAD)

- Graduated with Latin Honors, Magna Cum Laude
- Dean's List Every Semester, 2012-2016
- Academic and Artistic Scholarships Each Year, 2012-2016