

Adam Esat

3D Character Artist

Contact

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Profile

Over 7 years working in the Games Industry as a Character Artist, where I've worked on over 15 games to date. I have extensive experience working as part of a team, working to really tight deadlines and working under pressure.

I've recently been working in the animation industry where I've worked on various styles of animation such as cel shaded anime style as well as photo real.

The skills I have gained in these roles have allowed me to build up my technical efficiency, as well as artistic, where I am able to work with a variety of styles.

I am currently located in Tokyo, Japan.

Key Skills

- Hi Poly/Low Poly
 - Texturing
 - Lighting
 - Sculpting
- Current gen/next gen/mobile development
- Working to a style guide
- Human Anatomical Knowledge
 - Various styles – Realistic, Anime, Cel Shaded

Education

2005 - 2008 London Metropolitan University

BSc Multimedia Technology and Applications – 2:1

Sept - Dec 2009 Escape Studios

Games Course

2013 - 2014 Scott Eaton's Anatomy courses

Software

- Autodesk Maya
- Adobe Photoshop
- Substance Painter
 - Pixologic ZBrush
 - Mari
 - 3D Coat
 - Unreal
 - Unity
 - Xgen

Work Experience

Sept 2018 – May 2020: Character Modeller

– Polygon Pictures

2017: Character Artist

– Climax Studios

2016 – 2017: Senior Character Artist

– TT - Fusion

2010 – 2016: Character Artist

– Traveller's Tales

References

Andrew Whalley

Lead Character Artist

TT-Fusion

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Renju Bosco

Lead Character Modeller

Polygon Pictures

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