

Adam Esat

3D Character Artist

Contact

Tel: +44 7795 023800
contact@adamesat.com
www.adamesat.com
artstation.com/adame87

Profile

I have been working in the games Industry for over 7 years now with previous experience working as a Character Artist on the LEGO games. I have extensive experience working as part of a team, working to really tight deadlines and working under pressure. I've have completed work on over 10 games to date. The skills I have gained in this role have mostly been technical efficiency, but for artistic roles, I am able to adhere to a very strict style guide.

I am now working as a Freelance Character Artist.

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**

Work Experience

Jan – March 2018: Character Artist
(Contract)

– **Climax Studios**

Jun 2016 – 2017: Senior Character Artist

– **TT - Fusion**

Jun 2010 – 2016: Senior Character Artist

– **Traveller's Tales**

I worked on the various LEGO Games that are currently being produced. I was a senior member of the team, and my role involved all things related to the creation of existing LEGO characters to designing new ones. This also includes creatures design and optimisation. I used Maya, Photoshop, Illustrator and the various in-house tools to achieve this.

Key Skills

- Hi Poly/Low Poly Modelling
 - Texturing
 - Mapping
 - Lighting
 - Sculpting
- Current gen/Next gen/Mobile Development
- Working to a style guide
- Human Anatomical Knowledge

Software

- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Pixologic Zbrush
 - 3D Coat
 - Keyshot
 - Unreal
 - Unity

References

Andrew Whalley
Lead Character Artist
TT-Fusion
Tel: +44 1565 759759

John Lomax
Art Director
TT – Fusion
Tel: +44 1565 759759