

Adam Esat

3D Character Artist

Contact

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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

Jun 2010 – 2016: Senior Character Artist

– **Traveller's Tales**

Jun 2016 – 2017: Senior Character Artist

– **TT - Fusion**

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 PolyModelling
- 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

References

Andrew Whalley

Lead Character Artist

TT-Fusion

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John Lomax

Art Director

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