

Adam Esat

3D Character Artist

Contact

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Profile

Over 12 years working in the Games Industry as a Character Artist, where I've worked on over 15 games. I have extensive experience working as part of a team, working to really tight deadlines and working under pressure.

I've experience 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

2022 – Current : 3D Character Artist

– **Univrs**

2020 – 2022: 3D Character Artist

– **Freelance**

2018 – 2020: Character Modeller

– **Polygon Pictures**

2010 – 2017: Character Artist

– **TT - Games**

References

Andrew Whalley

Lead Character Artist

TT-Fusion

Tel: +44 1565 759759

Renju Bosco

Lead Character Modeller

Polygon Pictures

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