

Adam Oresten

3D Artist & Technical Animator

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Citizen of Sweden and European resident



Summary

I'm driven by my passion and energy for game development, I thrive when I'm working in teams with talented people wanting to create great experiences for players. I am mature and confident, capable of effective interaction across a large range of skills between various levels of management, and I'm a motivated hard worker. I can manage my own as well as overarching deadlines, I also try to bring out the best in my team members and put them in positions where they can do the most, while enjoying what they do.

Relevant experience

Media Design School

Project manager, 3D & technical animator

July 2014 – May 2015

CGStudent Awards

Game of the Year Finalist

Official Website:

<http://heavysnowfall.wix.com/dungeontown>

Dungeon Town - Unreal Engine 4 (2015, PC)

Responsibilities

- Modelling, texturing, rigging, and animating characters & props
- Animation blend trees and logic
- Blueprint visual scripting to integrate AI with animation
- Creating pipelines with UI-programmer to integrate 2D art
- Project management, collaborating with code and art leads
- Cross-disciplinary communication, bridging code and art department
- Establishing art and code pipelines through GitHub & SourceTree
- Creating and maintaining backlogs
- Promotional material and trailer

Skills utilized/learned

- Deep Unreal Engine 4 experience
- Extensive rigging and animation skills
- Extensive teamwork and management skills

Global Game Jam

Character artist & animator

January 2015 (48 hours)

Oops: Body Hiding Simulator - Unreal Engine 4 (2015, PC)

Responsibilities

- Modelling, texturing, rigging, and animating characters

Skills utilized/learned

- Time management – Managing a 48 hour project with harsh deadlines
- Teamwork and prototyping skills

Media Design School

Rigger and animator

July 2014 – February 2015

Xenolore - Unity 4 (2015, PC)

Responsibilities

- Rigging of characters
- Animation & collaboration with animation lead

Skills utilized/learned

- Unity experience

Media Design School

3D artist

January 2014 – May 2014

Project Void - Unity 4 (2014, PC)

Responsibilities

- Modelling, texturing, and integration into Unity
- Animation & collaboration with animation programmer
- Weapons and tools design

Skills utilized/learned

- Unity experience
- Teamwork skills

Software skills

- Maya
- 3DS Max
- ZBrush
- XNormal
- 3D Coat
- Quixel Suite
- Unreal Engine 4
- Unity 3D
- Adobe Suite
- Git
- SourceTree
- Microsoft Office

Education

Bachelor of Creative Technologies (Game art)

August 2012 - May 2015

Media Design School - Level 7

Portalen's High School – Passed with merits

August 2009 - May 2012

Equivalent to level 3 NZQA

References

Name: Mike Porter
Position: Programme leader at Media Design School
Contact: mike.porter@mediadesign.school.nz

Name: Ivan Khmel
Position: Tutor at Media Design School
Contact: ivan.khmel@mediadesign.school.nz

Name: Rian Drake
Position: Programming Lead on Dungeon Town
Contact: rian.drake.nz@gmail.com

Relevant sites

Professional portfolio:
<http://orestendesign.com/>

LinkedIn:
<https://nz.linkedin.com/pub/adam-oresten/82/18a/362>