

Adam F. Parkes

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EXPERIENCE

REANDEVOU SOFTWARE

Art Director/Lead Designer

2008 - Present

- Design the interface, graphics, 2d and 3d animations for over 50 iPhone/iPad apps including:
 - 3D Tic-Tac-Toe, Super Splash Hang Man, New York Shell Game, Spider Math, etc.
- Design and code web interfaces as well as generate animations and motion graphics for multimedia online applications for social media networks

LIGHTNING GAMING

Art Director/Lead Multimedia Designer

Boothwyn, PA

2007 - Present

- Manage art team and coordinate all art related assets, including:
 - Game graphics, storyboards and animations
 - All print work and promotional/marketing
 - Any online web material
 - Promotional and training videos
- Create graphics, animations, user interface, web and video content for games and promotional/marketing material:
 - Lead 3D and 2D Animator for all projects including:
 - Scrabble, Popeye, Speed Racer, Blondie, etc.
 - Lead User Interface designer for all products
 - Overall branding designer for all game glass and lighting
 - Lead Website Designer for each new product
- Work with vendors and printers to ensure top quality product

IBM

Website Designer/Coder

Endicott, NY

2000 - 2005

- Boosted internet traffic by designing and web-pages to develop a user following for internal and external clients, including well known companies such as:
 - Victoria Secret, Coca Cola, Nissan, K-Mart, etc.
- Created a Java based online application allowing instructional videos, which I would create or edit, and presentations to be viewed by an employee at their desk; which alerted their superior upon completion saving thousands of man hours a year.

EDUCATION

FULL SAIL UNIVERSITY

Associate in Computer Animation, November 2006

Winter Park, FL

- Concentration: 3D modeling
- Full working knowledge of the 3D Pipeline
- 3.8 GPA

SUNY BROOME

Associate in Computer Science, May 2004

Binghamton, NY

- Concentration: C++
- 3.4 GPA

SOFTWARE

Photoshop, Illustrator, InDesign, Premier Pro, Acrobat, AfterEffects, Flash, Sound Booth, Maya, 3D Studio Max, Lightwave, Z-Brush, Mudbox, Synth Eyes, Combustion, Shake, Final Cut Pro, Avid, Corel Draw, Corel Photo Paint, Quark, IBM Hotmedia, Sound Forge

LANGUAGES

HTML, XHTML, Java Script, CSS, C++, Basic, Assembly Language, Action Script, MEL, Actionscript 2/3