

Adam F. Parkes

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3D Generalist / Graphic Artist

Goal

To obtain 3d/graphics position at a reputable company.

Graphics/Media Software

Maya, 3D Studio Max, Lightwave, Z-Brush, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier, Adobe Acrobat, Adobe After Effects, Adobe Flash, Synth Eyes, Shake, Final Cut Pro, Corel Draw, Corel Photo Paint, Quark, IBM Hotmedia, Sound Forge

Languages

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

Operating Systems

Mac OS, Windows, Suse Linux 10, Unix based systems IBM VM

Work Experience

Reandevou Software Philadelphia, PA 2008 – Present

Lead Graphic/Game Designer – Working with a small group of programmers from all over the country, created designs for games/applications/graphics for use on the iPhone. Projects include the top selling games such as Tic-Tac-Toe, Super Splash, Mega Match, and UPS workbench app, as well as sports and entertainment application design for corporate ventures, including the European cell phone provider,

Lightning Gaming Boothwyn, PA 2007 – Present

Art Director - Developed all material related to the production of products, including 3d and 2d animations/renders, graphics, marketing material (large format print work) and an assortment of other digital media. Created the companies world presence by creating a well thought/informative series of marketing tools utilized by the corporation to dominate the competitive electronic gaming market.

IBM Endicott, NY 2000 – 2005

Web/Graphic Designer - Designed, built, and maintained web pages, graphics, digital media, and generated graphics for print, for IBM and clients of IBM. Boosted internet traffic by creating appealing graphics and web-pages to develop a user following for internal and external clients, including high-end clients such as Victoria's Secret and Coca-Cola, working with software developers, programmers, and marketing managers from all over the world to provide a premium user experience.

Academic

Full Sail Winter Park, FL

Associate Degree - Computer Animation

Suny Broome Binghamton, NY

Associate Degree - Computer Science

Skills

- * Extremely proficient developing an appealing graphics, 3d/2d animations and media using a variety of applications for print, video, web and everything in-between.
- * Learn new tasks quickly and apply problem-solving skills to resolve problems expediently and correctly.
- * Communicate clearly and effectively with coworkers and supervisors to enhance productivity and ensure a cooperative work environment.
- * Apply a solid work ethic to every position: Arrive on time, maintain an impeccable attendance record and above all, honesty.