ZACHARY ADAMS

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Bringing fundamental design principles to bear on creative problem solving: achieving harmony through the balance of order and creative chaos.

GNOMON SCHOOL OF VISUAL EFFECTS, GAMES AND ANIMATION
Hollywood, California

Instructor - Oct 2020 - Present

| Level Design

ART CENTER COLLEGE OF DESIGN
Pasadena, California

Instructor - Jan 2019 - Present

Teaching a wide variety of video game focused classes in multiple departments : Entertainment Concept Track, Entertainment Games Track and Entertainment Animation Track.

| Game Concept Dev | Environment Art for Games
| Level Design 1 & 2 | Stylization 1
| Concept Art For Games | Visual Design for Games

INSOMNIAC GAMES
Burbank, California

Environment Art Director - May 2015 - August 2018

| Marvel's Spider-Man

Taking a broad view of multiple games in production and Art Directing the environment team through the environment Leads: interpreting the macro artistic vision set down by the studio Art and Creative Directors and realizing that vision as it relates to the game world. Establishing and maintaining high visual standards consistent with the project style.

- Working directly with concept Artists to establish the mood, tone and visual language for the game.
- Identifying how to leverage next generation console hardware to create a visually rich player experience.
- Defining and maintaining shape/color systems as well as composition and layout.
- Providing feedback to Leads and individual Artists, creating paintovers, mock-ups and written notes when necessary. Responsible for reviews and performance management. Also responsible for hiring new environment Artists.
- Communicating directly with the publisher to show progress, explain artistic decisions and address any feedback.

Lead Environment Artist - September 2009

Fuse
Resistance 3
Ratchet & Clank:
   Remastered
Sunset Overdrive

Actively involved in the day to day production of the game and the operations of the environment team, balancing managerial duties with actual art creation. Executed the vision of the Art and Creative Directors. Established and maintained the quality bar for the environment team through creation of art as well as directing Senior and Principle Artists.

- Scheduling, best practices and workflow pipeline - actively involved in proprietary tool development.
- Assessed quality of individual work and the project as a whole, advised on performance reviews.
- Worked closely with the Leads from the game design and programming departments to ensure that the technical and narrative needs of the game were met while still representing the aesthetic needs of the project.

Senior Environment Artist - September 2007

Ratchet & Clank Future:
   A Crack in Time
Resistance 2
Ratchet & Clank Future:
   Tools of Destruction

Maintained established quality and artistic consistency of environment art. Set an example to production team by the creation of art assets. Implemented new production methods to improve performance and efficiency. Acted as a liaison with the tools department. Built environment art assets.

Environment Artist - February 2004

Resistance: Fall of Man
Ratchet & Clank:
   Deadlocked
Ratchet & Clank: Up
   Your Arsenal

Responsible for creating the environment or world where the game takes place. This included modeling, texturing, set dressing environments, and placing geometry into a gameplay environment, or "level". Worked closely with level Designers to lay out levels that work for design and gameplay.

HEAVY IRON STUDIOS
Culver City, California

Environmental modeling, texturing and concept drawing for The Incredibles PS3 Game
March 2003 - February 2004

CHECK SIX STUDIOS
Los Angeles, California

Environmental modeling, texturing and concept drawing. Worked on The Mummy:Manacle of Osiris and prototype game Needle Damage. June 2002 – Jan 2003

ART CENTER COLLEGE OF DESIGN
Pasadena, California

BSID, Product/Entertainment Design, 2002

- Strong foundational art skills - color, composition and design theory
- Design as a universal process that can be applied to any endeavor
- Hands-on practical construction and prototyping methods
- Use of environment design to create immersive narrative experiences