

Adam Lawton | Environment Artist

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Summary

3D artist specializing in immersive game worlds and interactive spaces where environmental design tells a story and serves meaningful purposes.

Experience

SENIOR 3D ARTIST | E2I CREATIVE STUDIO | ORLANDO, FL (REMOTE) – JUNE 2017 » PRESENT

- ▶ Created worlds in Unreal and Unity for games, training simulations, educational experiences, and specialized interactive applications, using Maya and Blender.
- ▶ Prioritized meaningful environmental storytelling - designed spaces for entertainment, therapeutic recovery, user education, and immersive training that served specific functional and emotional needs.
- ▶ Worked across interdisciplinary teams with designers, stakeholders, and domain experts to ensure visual design, composition, and environmental narrative aligned with project goals and user experience.
- ▶ Investigated and implemented various AI-driven tools to quickly iterate on concept art.
- ▶ Managed a team of interns and provided mentoring and feedback.

OWNER | ADAM LAWTON DESIGNS/FULL ARTICULATION | COSTA MESA, CA – DECEMBER 2016 » PRESENT

- ▶ Created and optimized 3D content using Blender and Substance Painter for original upcoming mobile and VR titles.
- ▶ Created custom 3D assets, graphic designs, and promotional materials for various clients.
- ▶ Managed a small team of programmers, artists, and musicians for mobile game projects.

SYSTEMS ENGINEER, MIXED REALITY | CANON USA | IRVINE, CA – SEPTEMBER 2013 » FEBRUARY 2017

- ▶ Responsible for configuring, maintaining, and deploying Canon's Mixed Reality (MREAL) VR/AR systems.
- ▶ Designed and collaborated in immersive VR/AR experiences while maintaining frame rates to prevent motion sickness.
- ▶ Created and updated existing 3D models using Maya, Blender, ZBrush, and Photoshop for high level clients in film, gaming, design, automotive, aerospace, construction, retail, fashion, and education.
- ▶ Created animations for 3D assets using Maya, Unity, and DeltaGen.
- ▶ Created HTML-based web apps for iOS to control animations and variants with DeltaGen for virtual experiences.
- ▶ Setup and calibrated motion capture systems using Vicon, Motion Analysis (Cortex), ARTtrack, OptiTrack and Polhemus.
- ▶ Built custom physical sets and props for client-specific augmented reality demo content.
- ▶ Provided MREAL training and customer support at various client locations.
- ▶ Scheduled meetings and prepared presentations for executive, marketing, and software teams at Canon to discuss customer feedback and postmortems.
- ▶ Optimized 3D assets and spent test cycles to ensure 3D content maintained strict performance requirements with MREAL.
- ▶ Organized, scheduled and assisted in convention and trade show setups.
- ▶ Created and peer reviewed provisional applications related to VR/AR methodologies and technologies.
- ▶ Created proposals and statement of work documents for on-site customer installations.

ENVIRONMENT AND PROP ARTIST | PANTERA GAMES | LOS ANGELES, CA (REMOTE) – JULY 2013 » FEBRUARY 2014

- ▶ Created photo-real roller coaster and repeatable track models for the game *Theme Park Studio* using Maya and ZBrush.
- ▶ Created diffuse, normal, gloss and ambient occlusion textures using ZBrush and Photoshop.
- ▶ Created multiple LOD resolutions of coaster models and configured them for use in Pantera's proprietary rendering engine.

ENVIRONMENT ARTIST | CREATIVE ORGANIC OPUS, LLC | LAS VEGAS, NV (REMOTE) – DECEMBER 2012 » JUNE 2013

- ▶ Created and textured stylized environments for the film *The Great Migration* using Maya, ZBrush and Photoshop.
- ▶ Created secondary creatures for the opening scene of the film's trailer.
- ▶ Created dynamic wind to simulate moving vegetation using Maya.

3D ARTIST | ADACEL CORPORATION | ORLANDO, FL (REMOTE) – JULY 2008 » DECEMBER 2012

- ▶ Created photo-realistic buildings, props and vegetation using ZBrush, Maya and Photoshop.
- ▶ Created moving models (aircraft/ground vehicles) for moving model libraries using Creator and Maya.
- ▶ Configured 3D models and placed them into the proprietary rendering engine *MaxSim*.
- ▶ Documented procedures for upgrading 3D visuals while adhering to strict performance requirements.
- ▶ Designed and created graphics and charts for internal company assets.
- ▶ Developed 2D playing areas for use in various real-time scenarios.
- ▶ Familiarized interns with daily routines and provided support with 3D modeling tools including Creator and Maya.

3D DATABASE DEVELOPER | AVT SIMULATION | ORLANDO, FL – AUGUST 2007 » JULY 2008

- ▶ Built and textured airfields using LODs based off satellite/source photos for the B-2 Bomber Weapon Systems Trainer.
- ▶ Worked closely with B-2 Bomber Pilots to ensure airfields were built visually and technically accurate.
- ▶ Optimized and placed 3D models for use in the proprietary engine *RasterXT*.
- ▶ Designed and created company marketing materials including calendars, logos and web sites.
- ▶ Researched new software and provided relevant feedback.

3D ARTIST | RAYDON CORPORATION | DAYTONA BEACH, FL – FEBRUARY 2006 » JULY 2007

- ▶ Created DIS configured and attributed models for Raydon's Moving Model Library using Creator.
- ▶ Led a team to create a high res Terrex Database which included over 40 geo-specific buildings and landmass features.
- ▶ Provided Maya training to team members focusing on the modeling, animation and rendering toolsets.
- ▶ Developed and documented procedures for Multiple Elevation Structures (MES) for use in Terrex.
- ▶ Produced marketing materials including logo animations for company presentations using Maya.

LEAD ENVIRONMENTAL ARTIST | ART INFANTRY | MIAMI BEACH, FL (REMOTE) – OCTOBER 2005 » JANUARY 2006

- ▶ Created concept material and content for the indie game project *Fallen Angel*.
- ▶ Built polygon meshes and textures for use throughout a mall level using Maya and Photoshop.
- ▶ Provided art and direction to a small team.

ENVIRONMENT ARTIST | BLACKWATER SOFTWARE | COSTA MESA, CA (REMOTE) – JULY 2005 » JANUARY 2006

- ▶ Constructed high-polygon meshes and built normal maps off them for low poly models on the indie game project *Kingdom Lost* using Maya and ZBrush.
- ▶ Worked closely with the Project Director and Program Lead to help flesh out all aspects of gameplay.

Education

FULL SAIL UNIVERSITY | ASSOCIATE IN SCIENCE, COMPUTER ANIMATION | WINTER PARK, FL – NOVEMBER 2004

- ▶ Course Director's Award in Computer Animation

Skills and Software

- ▶ Modeling - Blender, Maya, ZBrush, Creator
- ▶ Texturing - Substance Painter/Designer, Photoshop
- ▶ Engines and Renderers - Unreal, Unity, Godot, DeltaGen, Vizard
- ▶ Infrastructure & Systems Administration - Proxmox, Linux, Docker, Networking, Container Management, Knowledge Bases
- ▶ Web Development/Scripting - HTML, CSS, PHP, Wordpress, Python
- ▶ Organization & Management - Microsoft 365 Suite, Git, SVN, Liquid Planner, JIRA, Confluence, Perforce, Scrum
- ▶ Motion Capture - Vicon, Cortex, ARTtrack, OptiTrack, Polhemus
- ▶ Multilingual - Fluent English, conversational French, German, and Japanese