**Adam C. Murphy**

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**GAME DEVELOPMENT / GRAPHIC DESIGN / DIGITAL ART:**

* **Olive Branch Theatricals – Newhall, CA Jul. 2018 – Present**

*Technical Advisor* – “Little Red Riding Hood”, “King Arthur” (Musical Theater Productions)

* **El Portal Theater – North Hollywood, CA Contract Aug. 2017 – Sept. 2017**

*Audio Director, Set Construction -* “The Drowsy Chaperone” (Musical Theater Production)

* + Direct sound cues, mix and manage mics for limited run musical theater production.
* **Freelance Graphic Design, 3D Artist, Photography Feb. 2017 – Present**

*Graphic Designer, 3D Artist, Photographer and Cinematographer*

* **The Global Asylum – Burbank, CA Contract Aug.2016 – Sept 2016**

*3D Environment Artist and Rendering -* “Trolland” (Animated Film)

* **Game Wizards – Santa Monica, CA Jan. 2011 – Sep. 2011** *3D Environment Artist, Graphic Designer, Marketing* - “Star Hack” (Mobile Game)
  + Used Unreal Development Kit Mobile to create an iPhone game.
  + Created and optimized lighting and materials for use on mobile platforms.
  + High-poly to Low-poly workflow for modeling on mobile platforms.
  + Brand project, develop digital and print advertising material to promote it.
* **Hot Reel Productions – North Hollywood, CA July 2010 – Oct. 2015**

*Graphic Designer, Asst. Director, Lighting, Camera Operator* – “Faded Line”, “Pacoima Noir” (Short Films)

* + Crossfade Film Festival 2012 Winner Best Film: “The Faded Line” & “The Tight Rope”.
  + Pre-Production, concept art, location scouting, casting and storyboarding.
  + Lighting design to convey mood and environment for filmed scenes and photo shoots.
  + Shot composition and camera operation.
  + Film actor and voice acting experience.
  + Collaboration with local art collectives to host art galleries and educational workshops.

**OTHER WORK EXPERIENCE:**

* **Westside Union School District – Quartz Hill, CA Sep. 2018 – Present**

*IT Tech Assistant – Part-time*

* **AmerisourceBergen - Valencia, CA Jan. 2016 – Feb. 2017**

*Order Verification, Warehouse Associate*

* **Creative Technology US – Van Nuys, CA Dec. 2011 – Jan. 2016**

*LED Support Technician, Warehouse Associate*

* Utilize the latest in LED video wall display technology for events/shows as well as troubleshooting, calibration, repair and show preparation.
* **Murphy Consultants – North Hills, CA Jan. 2010 – Dec. 2013**

*Computer Technical Analyst, IT, Web Designer*

* + Diagnose technical issues with client computer systems.
  + Educate clients on use of software, hardware, firmware and website design.
  + Custom build computers and case modifications for clients.
* **Brunswick Corporation – Northridge, CA Jun. 2007 – Dec. 2011**

*Customer Service Representative*

**SOFTWARE / GAME ENGINES / SKILLS:**

* **Autodesk 3ds Max**: Modeling / Unwrapping / Animation / Lighting
* **Autodesk Maya**: Particle Systems / Modeling / Unwrapping / Lighting
* **Adobe Creative Suite:** Graphic Design / Digital Painting / Photo Editing / Motion Graphics
* **Pixologic Zbrush**: High-resolution 3D sculpting & painting
* **Substance Painter**: Real Time PBR Texture Creation (Normal/AO/Diffuse/Specular)
* **xNormal:** High-to-Low Poly Texture Baking (Normal, AO, Diffuse, Specular)
* **Unreal Engine 4**: Cinematics / Lighting / Level Construction / Blueprints / Game Design

**EDUCATION:**

* **Art Institute of California**, Santa Monica, CA – Graduated May 2012

Bachelor of Science Degree in Game Art and Design

* + Received *Best of Quarter* award for UDK cinematic “Forerunner Relic”