

ADRIAN VAUGHAN | RESUME | www.adievaughan.com

3D MODELLING, TEXTURE & LIGHTING ARTIST • VOICE-OVER ARTIST • ACCOUNT MANAGEMENT • DIGITAL RECRUITMENT

OVERVIEW

I'm a passionate 3D artist and illustrator with a wealth of experience across a range of industries. I've spent the majority of my design career in the video games industry as a 3D, texture and lighting artist, and have shipped titles on multiple platforms including PC, Xbox360, Wii, Sony Playstation, Sony PSP, Nintendo DS and iOS. I've also been involved in product visualisation for high-profile international brands.

In addition to producing artwork for video games and advertising, I'm also an experienced voice-over artist and have written and performed in theatre, video games and on television.

My written and verbal communication skills are exceptional, and I'm capable of adapting quickly to new or proprietary software. My multidisciplinary background ensures that I can rapidly absorb complex information and readily implement new procedures. I also have extensive experience in client-facing, business development and account management roles.

EMPLOYMENT HISTORY

Electronic Arts

3D Modelling/Texture/Lighting Artist 2013 -



- Modelling, texturing and lighting of in-game environments.
- Creation of general 3D artwork for use in UI and marketing collateral.
- Direct participation in the conception and prototyping of gameplay and UX.

Powerhoof

Voice-Over Artist 2013 -



- Co-writing of narrative material and dialogue for in-game and promotional purposes.
- Performance of scripted material to fit within strict project parameters.
- Hands-on involvement in the recording and editing process.

Zero One Animation

3D Modelling/Texture Artist 2012 - 2013



- Created accurate 3D representations of merchandise for marketing purposes.
- Optimised newly created assets for use in [real-time campaign material](#).
- Complied with the branding and quality requirements of a large multinational corporation.

EMPLOYMENT HISTORY CONT.

Artisan Recruitment

Design Recruitment Consultant 2012



- Conferred with clients daily to ensure relationships were effectively managed.
- Interviewed and assessed candidates in line with rigid position requirements.
- Wrote comprehensive assessments, position descriptions and job advertisements in close consultation with both candidates and clients.

Tantalus Media

3D Modelling/Texture/Lighting Artist 2009 - 2012



- Employed proprietary software to generate environments for platform & racing titles.
- Created a broad range of content in compliance with rigid style-guide specifications.
- Gained extensive experience in modelling, texturing and lighting techniques specific to the limitations of the PSP, Nintendo DS, iPhone & iPad.

Red Tribe

3D Modelling/Texture/Lighting Artist 2007 - 2008



- Engaged in level design from conception through testing and implementation.
- Created original models and textures for use in game environments.
- Shipped titles across multiple platforms including XBOX 360, Wii & PS2.

DGM Creative

3D Modelling/Texture/Lighting Artist 2006



- Produced visual content for use in marketing collateral and print media.
- Gained experience in the production of content for promotional purposes.
- Participated in all areas of production from conception through completion.

Department of Immigration

Visa Decision Officer 2005 - 2006



- Acted in a decision-making capacity for both onshore and offshore applications.
- Liaised directly with clients on a daily basis.
- Acquired extensive experience in all areas of office administration.

SOFTWARE



3DS Max



Maya



Photoshop CC



InDesign CC



Illustrator CC



After Effects CC



Premiere Pro CC