Adam Chandler

3D Environment Artist

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Experience

May 2016 - September 2016
Fun Bits Interactive   **Environment Artist**
• Used Maya and Unreal Engine 4 to create environments for multiple VR games for Google Daydream, Samsung Gear VR, HTC Vive, and Oculus Rift.
• Adhered to strict limitations on polygon count, texture size, and material complexity in order to ensure the games would run smoothly at 60 frames per second.
• Worked within an iterative design environment, requiring an ability to quickly respond to changes in the game's direction by reworking assets and environments to adapt to new gameplay goals.

January 2014 - April 2016
Glu Mobile   **Environment Artist**
• Used Maya and Unity to create environments for the mobile games Deer Hunter 2016, Deer Hunter 2014, and Dino Hunter: Deadly Shores, including layout, modeling, texturing, lighting, and FX.
• Adhered to a strict timeline for each environment while working to streamline the studio's established art pipeline to be as efficient as possible, resulting in environment creation time being cut in half from 4 weeks to 2 weeks.
• Worked closely with designers to create a compelling gameplay experience and hook up my environments in-game, as well as working with engineers to develop and implement shaders and art-related scripts.
• Supervised and provided feedback for a team of artists in India, as well as mentoring and training junior artists at our studio.

May 2010 - December 2012
Foundation 9 Entertainment/Glu Mobile   **Game Tester**
• Worked alongside a team of QA associates to ensure quality performance in games across a wide variety of platforms, including iOS and Android devices, Xbox 360, Playstation 3, Wii, DS, and PC.
• Coordinated directly with developers to locate and eliminate issues as well as perform various testing procedures on the games and their individual systems, including load testing, stress testing, and smoke testing.
• Was responsible for tracking and managing a large volume of issues from creation to resolution, often under tight project deadlines.

Education

Class of 2010   Bachelor of Fine Arts
DigiPen Institute of Technology   Production Animation

Software	Technical	Traditional
Maya	Modeling	Illustration
Photoshop	Texturing	Life Drawing
Unity	Lighting	Animation
Unreal Engine 4	Level Design	Character Design
ZBrush	Particle FX	Storyboarding
TopoGun	Animation	
dDo & nDo	Post Production	
xNormal		