Grant Adams

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Education

Rochester Institute of Technology

New Media Design B.S. — May 2019

GPA — 3.53 / 4.00 (Dean's List — 2015-2016 & 2017-2018 | National Society of Leadership & Success — 2016)

2D / 3D Rendering & Animation Experience

Application Development – 2018
- Conceptualized, and executed an original app. design utilizing Illustrator, Photoshop
- Animated a prototype of the app. displaying how it would be used in After Effects and C4D
- Utilized strong typography hierarchy and layout principles to strongly engage users
- Created development and design document using Illustrator and InDesign.
- Developed branding elements and iconography utilizing illustrator.

Imagine RIT Poster Project – 2018
- Modeled and rigged a 3-D sci-fi crane based on a photo of a generic manufacturing assembly line
- Used compositional skills to de-emphasize certain elements to direct attention to the most important elements via perspective, lighting, and texturing
- Rendered two 3D poster designs under a strict timeline using Cinema 4D and Octane Render

Title Reel Project – 2017
- Modeled detailed 3D environments and animated 3D scapes using Cinema 4D and Octane Render
- Created hard surface models of buildings, cities, tunnels, and sci-fi environments
- Used lighting & texture effects to animate holograms and to overlay lights and graphics onto walls and tunnels
- Transformed flat 2D text elements into 3D models to integrate the text into the actual environment

Futuristic UI Project – 2016
- Created an AR hologram animation for a music training app. that tracked the motion of what was being shown on camera
- Used motion tracking to situate a hologram in the 3-D space based on the user's movements
- Filmed a first-person point of view using a GoPro camera to create an immersive experience

Additional Experience

Kitty Kat Video Game Project – 2017

- Composed digital music for "boss fight" scenes using FL Studio and Ableton Live 9
- Directed voice actors, recorded their voice lines, and edited final output in Adobe Audition
- Collaborated with programmers and artists to sync music with game play and visual aesthetics

Kales Program – 2014
- Developed lesson plans and taught ACT English materials to a class of 10-12 high school students
- Engaged students and answered their questions to help them better understand each topic
- Participated in ACT prep meetings the day before each class to learn the new materials

Skills & Software

Cinema 4D	Hard-Surface Modeling	Building / Machine Modeling
Z-brush	After Effects	Photoshop, Illustrator, InDesign
Adobe Suite	InDesign	Octane Render