

NICOLE ADAMSON

VISUAL DEVELOPMENT / ENVIRONMENT CONCEPT ARTIST

909.717.4726
n-adamson@gmail.com
1070 N. Smidler Loop, Ontario, CA 91764

OBJECTIVE

Seeking an internship in order to gain experience as a visual development artist and successfully problem-solve issues presented by the clientele while working in a fast-paced, gregarious community and progressively communicating with all people involved in projects.

EDUCATION

- **ART CENTER AT NIGHT**
Pasadena, CA August 2013
Entertainment Design Courses

- **GNOMON SCHOOL OF VFX**
Hollywood, CA March 2013
Entertainment Design Track
GPA 3.4

- **UNIVERSITY OF CALIFORNIA, IRVINE**
Irvine, California June 2010
B.A. Studio Art
GPA 3.24

SKILLS

TRADITIONAL

- Comfortable with exploratory sketching and initial composition sketches with Copic marker
- Quick pen sketching
- Use graphite and pastel for gestural drawings
- Basic acrylic painting
- Can draw in multiple styles
- Can draw orthographics
- Comfortable with toned paper, newsprint, and carbon copying
- Airbrushing and masking

DIGITAL

- Comfortable with Adobe Photoshop in creating both stylized and realistic renders
- Can create different illustrations using layer masks and styles
- Photo-bashing when matte painting
- Compositing multiple images on a page to illustrate thought process and idea
- Graphic design and user interfaces using Adobe Illustrator
- Retouching images

EXPERIENCE

4th Dimension Entertainment, Age of Arcadia Comic & Videogame

Ontario, California
July 2015– Present

ENVIRONMENT CONCEPT ARTIST

- Works as freelance artist
- Edits original sketch provided by company, in order to produce final piece
- Creates final linework to be used for coloring
- Brings image to full color
- Finalizes image for panel/page placement
- Makes revisions to image when requested by client
- Meets with client at least once a week for updates and reviews
- Adding further detail & creating more assets for image

- Creates work tailored (under CEO's supervision) to CEO's direct specifications
- Edits include fixing perspective, proportion, & adding additional elements not in original sketch (such as buildings and environmental assets)
- Designs & creates reference drawings such as maps and schematics to be used as reference for duration of project
- Adds in suggestions and creative input in order to enhance ideas, concept, and image, when requested
- Collaborates with CEO in order to bring image to owner's expectations

Project Daylight Saving, Board Game

Ontario, California
August 2015–December 2015

CONCEPT ARTIST

- Worked as a freelance artist for private client
- Created game board prototype and characters for test market
- Drew map and characters traditionally, final artwork drawn in Photoshop
- Carried one character to a full, finished sketch
- Communicated with client in-person to discuss project and carry it further
- Added revisions as needed, when requested by client

- Used client's initial sketches to create final board/map
- Designed and created all symbols and icons
- Created texture from scratch (i.e. took, cleaned, and sewed images)
- Finished sketch included 3/4 full body drawing, detailed face shot, action pose, and value study
- Researched various examples of maps and board games

"Charlie and the Chocolate Factory"– I LOVE MOVIES Art show, Fandango

Ontario, California
June 2015

ILLUSTRATOR

- Commissioned to produce movie fan-art illustration for Fandango's "I Love Movies" Art Show
- Presented client with multiple composition studies done traditionally in marker
- Applied preferred composition sketches to Photoshop
- Designed environmental assets such as trees and candy
- Created original brushes specifically suited for project
- Artwork was showcased during private party at Comic-Con and at Santa Monica Twilight Concert Series, Summer '15

- Worked with Creative Director and Senior Editor to choose reference film best-suited to theme
- Created piece based on client's target audience and preferences
- Re-designed the 'Chocolate Room' as a concept piece
- Researched both 1979 and 2006 films
- Brought image to full color/final completion