

NICOLE ADAMSON

2D BACKGROUND | CONCEPT ARTIST

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SKILLS

- **Proficient in:** Adobe Photoshop, Illustrator, Sketch Up, traditional drawing in Prismacolor and graphite, quick sketching in pen, digital painting, storyboarding, graphic design, compositing, retouching, texturing, masking, airbrushing, Copic Markers
 - **Knowledge of:** Unity, Maya, watercolor, gouache, oil and acrylic painting
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EXPERIENCE

6 Seeds Studios, Independent Videogame

SEP 2016 – PRESENT

2D BACKGROUND/CONCEPT ARTIST

- Conceptualizes background layouts from rough sketches to full-colored renders
- Integrates visual aesthetics (lighting, color theory, and detail) and storytelling into gameplay and level design
- Collaborates with programming, music, story, and animation teams to develop a shipped title
- Demonstrates proficiency in style of game
- Learned basics of Unity software and assembled artwork in layers to improve capabilities of level design
- Designs and digitally paints background assets efficiently within assigned deadlines
- Illustrates color guides to help unify team members' art styles
- Assists in development of gameplay by integrating inventive obstacles and tasks
- Designs individual environmental elements ranging from man-made structures to foliage specific to level

4th Dimension Entertainment, Age of Arcadia Comic

JUL 2015 – AUG 2017

2D BACKGROUND/CONCEPT ARTIST

- Reviewed research materials to formulate original concepts
- Enhanced rough sketches provided by company to produce final linework and full color render
- Completed panel placement for published page
- Ensured quality and style of comic was achieved
- Coordinated meetings with supervisor to review artwork and satisfy client's requests
- Demonstrated thorough understanding of perspective on detail-oriented wide-shots
- Prioritized resolving design problems with creative supervisor
- Prepared files and shipping materials on time
- Edited perspective, proportion, color, and shadow indication
- Developed reference drawings such as maps and multiple views of environments
- Suggested innovative solutions and creative input in order to enhance ideas, concept, and image
- Ensured all work was backed up and saved

Project Daylight Saving, Board Game

AUG 2015 – DEC 2015

CONCEPT ARTIST

- Referenced client's rough sketches to create final board on time
- Composed game board prototype & characters for test market
- Drew map and characters traditionally using graphite and Prismacolor
- Illustrated final artwork in Photoshop
- Conveyed character design using orthographics, callouts, and value studies
- Multitasked responsibilities to maintain productive and motivational workflow
- Utilized strong background design skills to create realistic-looking map
- Graphically designed symbols and icons for gameplay aesthetics and function
- Developed surface textures by photographing, cleaning, and sewing images together

Fandango, I LOVE MOVIES Art Show—"Charlie and the Chocolate Factory"

APR – JUN 2015

FREELANCE ILLUSTRATOR

- Commissioned to produce movie fan-art illustration
- Presented client with multiple composition studies done in marker
- Used strategic thinking such as creating specific Photoshop brushes to visually communicate concept, while working in an independent workspace
- Digitally printed and delivered posters of artwork for completion of project

Class Project, Grub Slumber

DEC 2014

VISUAL DEVELOPMENT ARTIST

- Collaborated with other classmates to market game brand
- Illustrated prop, character, and environment concepts for story
- In charge of effectively communicating idea and visual style to group
- Conceptualized and executed name, branding, and presentation template
- Established an enthusiastic setting for team by encouraging team to input suggestions for gameplay and story
- Communicated with group about how to make game more enjoyable for players
- Took on designs that were less comfortable in order to push artistic ability

BIBLIOGRAPHY

- Erik Davis, "We Asked 20 Top Artists To Create A Poster [...]– See The Results", *Fandango*, June 9th, 2015
- Jacob Sweet, "Wondercon Recap", *Tumblr*, April 13th, 2015

SHOWS

- **Solo Shows:** Wondercon Artist Alley 2017 and 2015, Anaheim Convention Center
Anime Expo Artist Alley 2016 and 2015, Los Angeles Convention Center
- **Group Show:** FANDANGO 'I LOVE MOVIES' Art Show, San Diego Comic-Con and Santa Monica Twilight Concert Series

EDUCATION

- **ART CENTER AT NIGHT**
Entertainment Design Courses

AUG 2013

- **GNOMON SCHOOL OF VFX**
1 Year Entertainment Design Track

APR 2012 – MAR 2013

- **UNIVERSITY OF CALIFORNIA, IRVINE**
B.A. in Studio Art

SEP 2007 – JUN 2010