

Adam Bradford  
World's Tallest Animator  
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Greater Seattle Area, WA

## **SKILLS**

- Produces believable motion and emotion of organic characters
  - Controls solid understanding of traditional animation principles
  - Designs scripts and tools to maximize efficiency and accelerate workflow
  - Possesses strong grasp of technical aspects of game animation process
  - Creates bipedal character rigs for use in game engines
  - Excels in deadline driven team environments
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## **EXPERIENCE**

### **October 2016 – April 2017 – Monolith Productions**

Worked on the development of the AAA video game, Middle Earth: Shadow of War, creating numerous animation assets with quick turnarounds and tight deadlines. Iterated on feedback from leads and producers in a timely manner. Practiced effective inter-department communication to ensure the highest possible quality standard was upheld and assets were delivered on time. Suggested improvements to the core animation pipeline to accelerate teamwork efficiency. Efficiently switched from the Gameplay animation department to the Cinematics department, an entirely different pipeline, while still delivering assets and iterating on feedback.

### **January 2014 – Present – Freelance/Indie**

Worked on various freelance projects for studios such as Zombot, Get Set Games, Sanocrax, and others, animating and/or rigging assets including but not limited to Robots/Mechs, bipedal characters, horse/unicorns and first person weapon animations

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## **EDUCATION**

### **January 2015 – March 2015 - iAnimate Motion Capture Workshop**

Applied motion capture data to an actor, used Human-IK rigs for animation and retargeting, leveraged story-mode to stitch disparate clips together

### **May 2013 – August 2014 iAnimate Feature Animation Workshops**

Studied creating believable character emotions on top of solid acting choices and body mechanics

### **May 2012 – April 2013 iAnimate Game Animation Workshops**

Studied video game centric animation techniques, including but not limited to idles, cycles/locomotion, attacks, interactions, and boss battles

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## **SOFTWARE**

### **3D Packages:**

Autodesk Maya (Animation, Rigging, Scripting)  
Autodesk MotionBuilder (Retargeting, Animation)  
Autodesk 3ds Max (Animation)

**Game Engines:** Unreal, Unity, Proprietary/Other, CrySDK

**Programming:** Python/PyMEL

## **OTHER**

Authored 60 page tutorial about constraints and technical aspects of Maya with which animators struggle