ADAM ROFUSZ– ADAMROFUSZ@GMAIL.COM - 647.990.7177 – HTTP://WWW.ADAMROFUSZ.COM

Adam Rofusz is a Professional 3D Designer, Animator and Render Specialist with proven experience in Game Development, Interactive UI/UX, Corporate Brands, Web Development, Visual Effects, and Motion Graphics for TV, Film and Web.

EXPERIENCE

"RESURECTION" FEATURE FILM / VISUAL EFFECTS — 1999-2000
Lead 3D animator for special effects and compositing. Built hundreds of effects ranging from color correction to fully rendered and animated environments. Weapons fire, bullet effects and blood splatters were digitally created with complex particle systems.

SENIOR DESIGN TECHNOLOGIST / 4WARD INTELECT / 4WARD.CA — 2002-2006
Lead flash designer and animator. Responsible for designing and delivering high end flash presentations and applications. Special attention was given to user interactivity and interface functionality. Additional tasks included creative copy writing and sound effects production.

MULTIMEDIA AND 3D ANIMATION INSTRUCTOR / HUMBER COLLEDGE — 2006-2007
Created new courseware and curriculum for multiple classes covering 3D Design, Architectural Rendering, and Animation. Spent significant time teaching and personally assisting students while solving problems in group effort.

CREATIVE DIRECTOR – User Experience Designer / DTHREE.COM — 2006-2009
Responsible for designing and developing animated flash based multimedia presentations for distinct clients such as RIM/BlackBerry, Shoppers Drug Mart, Sirius Satellite, Cogeco Cable, Does.ca and East Side Marios. Also implemented 3D graphics into flash, application interfaces. Special attention was given to user experience and interface functionality.
Also Supported companies primary product *IntelliMaxx*(TM) in both user interface design and experience.

MOBILE GAME DEVELOPER / PUBLISHED TITLE "BLOODNGUNS" — 2009
Video Game development for mobile devices. From concept to final product BloodNGuns was published in late 2009. The games visuals are 3D graphics rendered to proxy while the interface is highly functional yet very easy to use and understand. Special attentions was given to user experience and game functionality/fun factor.

CONTRACT DIGITAL ARTIST / ADAMROFUSZ.COM — 2009-2010
Graphics development on many levels including flash based e-learning applications for Honda Canada, user interface design, flash production, 3D modeling, texturing, lighting. Clients include Honeybee Solar, Logisense, Zip Express, Best Buy, Samsung.

GLOBAL / GLOBALTOTALOFFICE.COM — 2010-2011
3D Visualization specialist utilizing VRay Rendering Technology for photo real reproduction of products and marketing material. Special attention given to composition and 3D lighting.

CONTRACT 3D/2D DESIGNER/ANIMATOR/COMPOSITOR / ADAMROFUSZ.COM — 2011-2012
Delivering end-to-end production in 3D Animation/Modeling/Rendering, Product Pre-Visualization and Motion Graphics. Focusing on Game Engine Graphics Development utilizing Low Polygon Sub Divisional Modeling, Texturing, Lighting and Rendering.

EDUCATION

Oscar Winning Animation Director Ferenc Rofusz — Mentor in Animation techniques and Design Concepts.
Bell Center for Creative Communications — Specializing in 3D Animation and Production pipelines.
Autodesk 3DS MAX — Autodesk Certificate in 3D Graphics and Animation.

SKILLS

Software - 3DSMAX, AutoCAD, SolidWorks, Combustion, Vray Rendering Engine, Brazil Rendering Engine, Anim Pro/Moho Photoshop CS6, Illustrator CS6, After Effects CS6, Flash CS6, Air, Dreamweaver CS6, CSS3, HTML5, Visio, Mind Jet, Hosting Server, Network Management, and System Management.

Hardware - PC Hardware Specialist, Bios Level Optimization and Configuring, Advanced Hardware level understanding and Support abilities, High-End Graphics and Server System Build expert.

REFERRALS UPON REQUEST