

Adam Ainsworth
San Diego, CA

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SUMMARY OF QUALIFICATIONS

I am proficient in modeling in zBrush and Maya, with a focus toward zBrush. I can create animation cycles quickly and efficiently. I am able to create hard surface textures in photoshop with ease, and can apply any map to the models in maya and Unreal 4. My experiences in the Navy has given me experience to work as a team, and to lead a team.

SOFTWARE & SKILLS

- zBrush
- Maya
- Photoshop
- Premiere
- Substance Painter 2
- Unreal Engine 4
- 3D Modeling
- 3D Animation
- Texturing
- Lighting
- Video Editing

EDUCATION

The Art Institute of California, *San Diego CA*
Bachelors of Science, Media Arts & Animation

2016

EMPLOYMENT

US NAVY

Gunner's Mate

August 2009 – August 2013

- Maintained and operated weapons and weapon related systems
- Trained personnel on weapons and security
- Steady advancement throughout career