

ADAM WOLFE

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Freelance and Commission Work 2010-Current

Designed characters, created sketches, paintings, business cards, and portraits of many different subjects based on the individual's need. Learned to strictly manage time, as well as how to work on multiple projects at once while still retaining a quick turn-around for clients. Other projects include sketch cards for specialty trading cards as well as variant covers for published comic books.

Additionally, multiple pieces of art have been published in art magazines, namely, "Mobsters and Monsters" and "Punked!" which were sold online and at conventions. Conceived, created, published and sold online a digital artbook called, "Android Anatomy", as well as multiple digital sketchbooks.

3d Sculptor for Vinyl Collectables - Funko 2018-2023

Sculpted a broad line of vinyl products, including Funko Pop!, Soda Vinyl, Mystery Minis, action figures, and many other Funko products. Utilized mainly Zbrush to sculpt either directly from licensor reference or from concept art created by the concept team. Was able to apply feedback and revisions from art directors, as well as from licensors. Capable of assuring final products are structurally sound, well balanced, and easy to mass produce. Followed the progress of projects as they moved from digital sculpts to the being printed and fabricated at the factory, providing feedback throughout the entire pipeline up to the final in-box, on-shelf products. Handled working on many projects at the same time in various stages of completion with careful record keeping and organization. Comfortable working with multiple art directors, cross communicating with other departments, and dozens of different licensors. Currently have well over 300 items sculpted and on store shelves. Capable of sculpting in a wide range of styles, from realistic to highly stylized, from organic to hard surface. Created training material, and gave lectures on Zbrush functions. Aided in training fellow employees in Zbrush, Keyshot, and Photoshop, as well as factory pipeline processes and quality control.

Rendering Designer - Funko 2016-2018

Used Zbrush to polypaint a broad range of sample vinyl products. Utilized Keyshot to apply digital stickers and pad prints, then render the items for the online store and product announcements. Edited the images using Adobe Illustrator and Adobe Photoshop. Was able to handle a heavy workload and single-day turn around for multiple items. Worked with the sculptors and art directors to implement revisions based on feedback, and could make changes on the fly if there were design alterations along the production pipeline.

Game Team – DigiPen January-April 2014

Texture artist and UI artist/designer on award-winning DigiPen game "Relic". Completed textures for multiple pieces of environment art, also cleaned up and created some models. Served as the Art Director/Concept Artist for a 6-person game team. Directed the visual development of the game, creating large-scale pieces of concept art. Modeled and skinned multiple pieces of scenery in the game. Took critique from professors and applied changes to concept art and the game itself based on their advice. Learned and implemented the basics of the Unity Engine, simple physics, collision, and particle effects.

Teacher's Assistant – DigiPen Sept 2013-Feb 2015

Assisted the professors of Figurative Sculpture, Character Design, and Intro to Photoshop courses at DigiPen. Worked with students to help them improve their work, both in class, outside of class, and through email. Worked both alongside the professor and alone to give extensive critiques of student work.

Wizards of the Coast – Internship May-August 2013

Interned with the Dungeons and Dragons team, as well as the Magic the Gathering team doing high-volume concept art projects. Produced multiple pieces of concept art a day based on themes given by supervisors. Focused on designing characters, clothing, creatures, as well as environments.

Heavy focus on taking critique from Art Directors and other Visual Development team members and applying it to concept work while following a set style guide.

Farmers New World Life 2006-2010

Conducted numerous tasks, including record keeping, word processing, form creation, and other standard office needs. Created graphic art images for Marketing/Distribution department, including artwork for a "Go Green" postcard campaign, and icons for agent's Website—LifeNet. Frequently selected as team member on large group projects, as well as large-scale individual contributor projects; many on strict time lines.

education

DigiPen Institute
of Technology
Class of 2015
Bachelor's Degree
of Fine Arts

Futurepoly
2010-2011
Digital Painting Course
Online Masterclass –
Digital Painting

University of
Washington
Certification Course
2009
3D Modeling and
Character Animation
Certification

Bellevue College
2007-2008
Life Drawing Course
2D Animation Course

15+ years experience
using digital media tools

Skilled in various
traditional art mediums,
painting, and sculpting

digital skills

zbrush
photoshop
illustrator
keyshot
maya