

Adam Christopher Murphy

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GAME DEVELOPMENT / CINEMATOGRAPHY

- **Freelance Graphic Design, 3D Artist, Photography** Feb. 2017 – Present
Graphic Designer, 3D Artist, Photographer and Cinematographer
- **The Global Asylum** – Burbank, CA Contract Aug.2016 – Sept 2016
"Trolland" (Animated Film)
Environment Artist / World Builder / Environmental Rendering
- **Game Wizards** – Santa Monica, CA Jan. 2011 – Sept. 2011
"Star Hack" (iPhone Game)
Environment Artist / Marketing
 - Used Unreal Development Kit Mobile to create an iPhone game.
 - Created & optimized lighting and materials for use on mobile platforms.
 - High-poly to Low-poly workflow for modeling on mobile platforms.
 - Branded project and developed advertising material to promote it.
- **Hot Reel Productions** – North Hollywood, CA July 2010 – Oct. 2015
"The Faded Line", "Pacoima Noir" & "The Tight Rope" and other short films
Assistant Director / Lighting / Director of Photography / Storyboard Artist
 - Crossfade Film Festival 2012 Winner of Best Film for "The Faded Line" & "The Tight Rope".
 - Pre-Production, concept art, location scouting, casting and storyboarding.
 - Lighting design to convey mood and environment for filmed scenes and photo shoots.
 - Shot composition and camera operation.
 - Film actor and voice acting experience.

SOFTWARE / SKILLS:

- **Autodesk 3ds Max:** Modeling / Unwrapping / Animation / Lighting
- **Autodesk Maya:** Particle Systems / Modeling / Unwrapping / Lighting
- **Adobe Photoshop:** Painting / Image Creation & Manipulation / Graphic Design
- **Pixologic Zbrush:** High-resolution 3D sculpting & painting
- **Substance Painter:** Real Time PBR Texture Creation (Normal/AO/Diffuse/Specular)
- **xNormal:** High-to-Low Poly Texture Baking (Normal/AO/Diffuse/Specular)

ENGINES:

- **Unreal Engine 4:** Cinematics / Lighting / Level Construction / Blueprints
- **Unreal Development Kit:** Level Construction / Lighting / Materials / Particles / Cameras

WORK EXPERIENCE:

- **AmerisourceBergen** - Valencia, CA Jan. 2016 – Feb. 2017
Order Verification
- **Creative Technology US** – Van Nuys, CA Dec. 2011 – Jan. 2016
LED Support Technician
 - Utilize the latest in LED video wall display technology for events/shows as well as troubleshooting, calibration, repair and show preparation.
- **Murphy Consultants** – North Hills, CA Jan. 2010 – Dec. 2013
Technical Analyst / IT
 - Diagnose software/hardware problems with client computers.
 - Educate clients on use of software and hardware platforms.
 - Custom build computers and case modifications for clients.
- **Brunswick Corporation** – Northridge, CA Jun. 2007 – Dec. 2011
Customer Service Representative

EDUCATION:

- **Art Institute of California – Los Angeles**, Santa Monica, CA – May 2012
Bachelor of Science Degree in Game Art and Design
 - Received *Best of Quarter* award for UDK cinematic "Forerunner Relic"