

ADAM GOLDMAN

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SUMMARY

Award-winning motion & interactive art director that enjoys pushing the boundaries of creative and technology to create memorable experiences.

AWARDS

Shorty Awards Platinum
"PUMALab Snapchat Campaign"
(January 2018)

Marcom, Davey, and WOMMA Awards
"Skype Fit Campaign"
(June 2017)

EXPERIENCE

Freelance 3D/Motion/VFX + Retoucher at DirecTV/At&T (January 2018 - Present) *New York, NY*
Create experiential projects for clients and in-house, such as large scale projections, 3D/VFX animation, and interactive. Retouch in-house photography and print designs, turning comps into full-size print mechanicals.

Motion Graphics Designer & Studio Operator, 1000heads (March 2013 - January 2018) *New York, NY*
Oversee & create motion graphics, videos, photography, and visual/print/web design for social media campaigns. Clients include Microsoft, Skype, GoPro, PUMA, HERE, KISS, Nat Geo, and BalloonTime.

R&D Designer, Arnold Worldwide (July 2012 - September 2012) *Boston, MA*
Created interactive installations, visual designs, and 3D/motion graphics for large clients, including Jack Daniels, Truth, Amtrak, and Carnival. Gained 3D printing experience and designed an iPad game.

SKILLS / SOFTWARE

3D Generalist	Cinema 4D + Octane Render
Motion Graphics	Adobe After Effects
Photo & Video Editing	5D MK III + Premiere Pro
Visual Design + Retouching	Adobe Photoshop
Interactive /VR	HTC VIVE + Unity
Tangible Media/3D Printing	Arduino/Prusa i3
Generative/Procedural	Processing.org/Filter Forge

EDUCATION

Rochester Institute of Technology
B.F.A. New Media Design & Imaging
(May 2012)