

# ADAM GOLDMAN

561-702-6534 | [www.AdamGman.com](http://www.AdamGman.com)

[adam@adamgman.com](mailto:adam@adamgman.com)

## SUMMARY

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

## AWARDS

Experiential Marketing Summit 2020  
"AT&T On Location at Sundance Film Festival"  
(June 2020)

In-House Agency Forum Award  
"Super Saturday Night"  
(June 2019)

## EXPERIENCE

Freelance Senior VFX/Motion Designer at AT&T/DIRECTV (January 2018 – August 2020)*New York, NY*  
Elevate AT&T's brands and clients by creating national advertisements, social campaigns and experiential campaigns. Works include experiential events, 3D/CGI/VFX production, social media animation, event & awards videos, large scale projections, architectural concepting, and retouching in-house photography. Clients include AT&T, DIRECTV, HBO, Xandr, Audience Network, and Lady Gaga.

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 Animation / Generalist	Cinema 4D / Octane Render
VFX / Motion Graphics	Adobe After Effects
Particles / Simulation	XParticles / Houdini
Photo / Video Editing Visual	Canon 5D / Premiere Pro
Design / Retouching	Photoshop / Lightroom
Interactive / VR	VIVE / Unity
Tangible Media/3D Printing	Arduino / Prusa i3
Generative/Procedural	Processing / Filter Forge

## EDUCATION

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