

# Adam Katz

0426 964 375

[Katz.Adam.R@Gmail.com](mailto:Katz.Adam.R@Gmail.com)

Showreel: <https://vimeo.com/256383440/924920b70c>

Full Portfolio: <http://AdamKatz.FFSMultimedia.com>

Sydney, NSW

## OVERVIEW

**Visual Effects, 3d, Animation, Motion Graphics, Pipeline Tools**  
Film, Television, Interactive Installations, Projection Mapping

## PROFESSIONAL EXPERIENCE

### **ANIMAL LOGIC, Sydney, Australia**

**2017-2018**

*High end animated film production*

#### **Character Effects Artist**

- Peter Rabbit (2018)
- Character effects on hero and secondary characters
- Cloth and fur simulation setups
- Tool creation in Python

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### **ACADEMY OF INFORMATION TECHNOLOGY, Sydney, Australia**

**2013-2017**

*A specialist Higher Education Institution and Vocational Education & Training Provider.*

#### **Senior Teacher**

- Oversaw all 3d subjects, Visual Effects, and Motion Graphics

#### **Software Development and Projection Mapping**

- *Wormhole Galaxy*, Vivid Sydney, 2016
- *Vivid Spark*, Beams Festival, 2016
- *Lightwell*, Vivid Sydney, 2015 (Winner 2015 APDG Interactive Design Award)
- *People Beats*, Beams Festival, 2015

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### **Iloura, Melbourne, Australia**

**2016**

*A high end visual effects and animation film company*

#### **Two week secondment in Character Animation and Visual Effects departments**

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### **FREELANCE AFTER EFFECTS PIPELINE TOOLS, Aescripts.com**

**2012-2018**

- Tools can be viewed at <http://aescripts.com/authors/a-b/adam-katz/>

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### **MADE IN KATANA, Sydney, Australia**

**2012-2013**

*A digital entertainment agency working with local and international clients*

#### **Lead Character Animator**

- 3d character animation for music videos
- Animation of humans, animals, and robots

**BIG TEN NETWORK, Chicago, Illinois**

2010-2012

*Internationally distributed television sports network covering one of America's premiere college sports conferences***3d Generalist, Motion Graphics, Pipeline Tools Creation**

- Created graphics packages for long term shows and live productions
  - Developed pipeline tools for automating After Effects workflow
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**MATTHEW BYRNE FILMS, New Orleans, Louisiana**

2012

*Independent movie company***Head Graphic Artist**

- Rainbows End (2012 Short Film)
  - Created main titles, special effect shots, and compositing
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**RIVERS FOR CHANGE, Chicago, Illinois**

2012

*A non-profit to help promote the protection, health, and revitalization of rivers and watersheds.***Motion Graphics Designer, Web Application Developer**

- Created animations to enhance promotional videos
  - Developed interactive web application
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**IMPROVITECTURE, Chicago, Illinois**

2010-2012

*Walking tours led by comedians***Owner, Founder**

- Started and managed a walking tour company led by improvisational comedians in Chicago
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**TOWERS POST, Inc., Chicago, Illinois**

2005-2009, 2011

*Produced factual/entertainment programming for US and international TV networks.***3d Generalist, Motion Graphics Designer, Pipeline Tools Creation**

- Created content for *The Discovery Channel, The History Channel, National Geographic, The Weather Channel*
  - Created stereoscopic 3d animations, including cleanup of 3d photos and compositing
  - Created Renderfarm pipeline and tools for use in daily and final renders
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**ONE 6 PRODUCTIONS, Chicago, Illinois**

2004

*Documentary company***3d Generalist, Motion Graphics Designer**

- Modeled and animated a character for integration into live action footage
  - Composited different elements to make transitions and credits
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**MERCER, Chicago, Illinois**

2003

*Global leader for trusted HR and related financial advice, products, and services***Motion Graphics Designer**

- Designed and built game show in Flash for educating clients
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**TOON RANCH, Chicago, Illinois**

2002-2003

*Animation company whose goal was to make cartoons for kids***Technical Director, 3d Animator, Modeler**

- 3d rigging and animation for an animated television pilot

- Developed pipeline tools for Lightwave renderfarm

## **COMPUTER SKILLS**

### **Animation Software**

- Houdini
- Maya
- 3d Studio Max
- Cinema4D

### **Compositing Software**

- Nuke
- After Effects

### **Real Time Software**

- Unity
- Touchdesigner

### **Render Software**

- Qube
- DrQueue
- ScreamerNet

### **Scripting Language**

- C#
- Python
- MEL
- Maxscript

### **Still Graphics and Editing Software**

- Photoshop
- Illustrator
- Premiere

### **Web**

- HTML
- CSS
- PHP
- MySQL
- Javascript

### **Operating Environments**

- PC
- Mac
- Linux

## **EDUCATION**

- Bachelor of Arts with Honors, Film and Video (Concentration: Computer Animation)
- Columbia College, Chicago, Illinois 2004

REFERENCES AVAILABLE UPON REQUEST