

# Adam Katz

0426 964 375

Katz.Adam.R@Gmail.com

<http://AdamKatz.FFSMultimedia.com>

Sydney, NSW

## OVERVIEW

**3d, Animation, Visual Effects, Motion Graphics, Pipeline Tools**

Television, Independent film, Interactive Installations, Projection Mapping

## PROFESSIONAL EXPERIENCE

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

**2013-2017**

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

#### **Senior Teacher**

- Oversee all 3d subjects
- Visual Effects
- 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

#### **Experiments created for virtual and augmented reality**

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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**

- Worked in order to get upskilled and help create a new visual effects class for AIT
- 1 week in character animation using Maya
- 1 week in visual effects using Nuke working on green screen and tracking

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### **MODIO, San Francisco, California**

**2014-2017**

*A motion design studio*

#### **After Effects Tool Developer**

- Custom creation of After Effects pipeline tools

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

**2012-2017**

- 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
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**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

**MATTHEW BYRNE FILMS, New Orleans, Louisiana**

2012

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

- In charge of overall quality of all graphic elements
- 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**

- Maya
- 3d Studio Max
- Cinema4D
- Flash
- Lightwave

### **Compositing Software**

- After Effects
- Nuke

### **Real Time Software**

- Unity
- Touchdesigner

### **Render Software**

- Qube
- DrQueue
- ScreamerNet

### **Scripting Language**

- C#
- Python
- MEL
- Maxscript
- Actionscript

### **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