



(209) 681-5266  
adam@adamc.net  
http://adamc.net

Adam Christensen  
207 W Morris Ave  
Modesto, CA 95353

**Objective**

To work as an Artist in feature films, television, commercials, or games.

**Relevant Experience**

**YU+Co.**

Hollywood, CA

- Night Render Wrangler – Managed render priorities, reported and fixed when possible problems with the farm and with render jobs. Quality Checked frames as they left the farm.
- Created Quicktimes of frames and converted formats when needed.

**Green Lantern**

April 2011-June 2011

**World Wide FX**

Shreveport, LA

- Render Manager – Helped to convert the render farm over to Deadline a render management software to improve render output.
- Diagnosed and helped to solve render problems with submitted jobs and the render farm.

**Drive Angry**

November 2010

**CafeFX**

Santa Maria, CA

- Render Wrangler – Managed render priorities, machine allocations, and quality checked the frames coming out of the farm. Helped to diagnose problems on the render farm and kept artists informed as to what was going on with submitted jobs.
- Took on small modeling tasks.

**Alice in Wonderland/Harry Potter Ride Film**

September 2009-February 2010

**John Adams**

November 2007-December 2007

- Intern - Modeled and textured over 30 crowd agents to be used in the Emmy award winning series, John Adams, for Outstanding Special Visual Effects for a Miniseries.

**Compass Maps Inc.,**

Modesto, CA

July 2002 - December 2006

- Cartographer - Created and updated road maps of cities and towns in California using gathered GIS data and Adobe Illustrator.

**Education**

- BFA in VSFX at the Savannah College of Art and Design  
Savannah, GA  
Art Honors Scholarship  
Deans List Spring 2008 – Summer 2009
- AA in General Studies at the Modesto Junior College  
Modesto, CA

**Software Knowledge/Experience**

Maya	Photoshop	Premiere
Softimage XSI	After Effects	Dreamweaver
ZBrush	Illustrator	Nuke

**Skills/Qualities**

- Ability to, and interest in quickly learning new software, techniques and tools.
- Enjoy the input of others on critiques and working as a team to a common goal.
- Traditional art background.