

Adam Velazquez

Los Angeles, CA

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EXPERIENCE

Buddha Jones, Los Angeles, California

Realtime Cinematics Director

November 2024 - Present

- Storyboard cinematic content for AAA Game Trailers, Theatrical, Digital out of home
- Oversee shot creation process from project set-up to final deliverable
- Compositing live action and full CG content in After Effects
- Gameplay capture
- Develop solutions to create cinematic content in client game builds

Legion Studios, Remote

3D Animator

December 2023 - November 2024

- Character animation for gameplay. NPC, player, and Viewmodel
- Technical Animation implementation in Unreal Engine. Previsualize and create prototypes for game mechanics and animation systems.

Brinx.TV, Remote

3d Generalist(Contract)

August 2023 - March 2024

- Create scenes in Unreal engine for live broadcast virtual production
- Train freelancers in producing content.

Buddha Jones, Los Angeles, California

Realtime Cinematics Artist (Contract)

February 2023 - June 2023

- Storyboard shots, build scenes, and animate cameras in Unreal Engine on multiple projects for Microsoft Showcase 2023
- Create shots from anim data libraries.

EDUCATION

Gnomon School of Visual Effects, Los Angeles California

Graduated, Bachelors of Fine Arts

Jan 2020 - Jan 2023

Visual Effects and Animation

Saddleback College, Mission Viejo California

July 2013- September 2016

Major In Film and Television

AWARDS

Gnomon Best of Term - Winter 2021, Fall 2021, Summer 2022, Fall 2022

SKILLS

Cinematic design and Implementation in Unreal Engine

Storyboarding and Shot Composition

Animation

Workflow Optimization

Capable of working and communicating across disciplines and departments.

SOFTWARE PROFICIENCY

Zbrush, Blender, Maya, Houdini, Substance Designer, Painter, Sampler, Photoshop, Unreal Engine 5, After Effects, Natron, Premiere, Motion Builder

LANGUAGES

Fluent in English and Spanish,
Working knowledge of French