

Adam Eli

Environment Artist



Los Angeles, California, 91204

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OBJECTIVE

Environment Artist with 7+ years experience creating rich 3D Environments that tell a story and place the watcher directly in a scene while conveying design intentions. With a passion for creation and a drive to constantly be learning and improving I am highly adaptable to join any team and deliver breathtaking results in a timely manner.

WET Design – Los Angeles, CA

Principal Environment Artist, November 2023 – February 2026

- Creating the Background Environment for all cinematics, using Rhino and Revit models and importing them into Unreal Engine to create a realistic background with PBR materials and lighting
- Optimizing Meshes for Unreal Engine including Retopology, UVing, Materials, and Blueprinting
- Organizing Render settings for continuity among projects
- Working directly with Designers, Compositors, VFX Artists, and Directors to deliver the clients vision before a given deadline
- Modeling and Texturing Assets for Designers based on concepts for approval from clients
- Implementing iteration Techniques to show multiple options for clients within a short period of time
- Using PCG workflows to create scenes
- Self taught basics of Architect and Design software for a more seamless pipeline

Freelance – Los Angeles, CA

- Modeling, Texturing, and Lighting scenes for clients based on provided concept art
- Unique material creation in Substance Designer for more unique products
- Daily communication and updates on progress, addressing any comments and questions
- Adapting to and following different pipelines depending on the company

SOFTWARE EXPERIENCE

- | | |
|-----------------|-------------------|
| • Unreal Engine | • Photoshop |
| • Maya | • Adobe Substance |
| • ZBrush | • Gaea |
| • Rhino | • Houdini |
| | • Blender |

EDUCATION

Gnomon School of Visual

Effects – Los Angeles, CA

Bachelor of Fine Arts in Video

Game Design, March 2023

ADDITIONAL SKILLS

- Highly adaptable and quick at learning
- Clear and consistent Communication
- Fine Art fundamentals
- Responds to direction and critique