



**Adam Moder**  
animator, artist

Adam Moder  
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#### Passions:

- Character and creature animation (keyframe and mocap)
- 3D sculpting, modeling, rigging, surfacing, lighting
- Concept art, screenwriting, game art and design
- Love learning new tools, techniques and technology

#### Skills:

- Advanced technical and creative skills
- Enjoy creative collaboration and problem solving
- Effective teaching, communication, and mentoring ability
- Animation and game production pipeline experience

<b>Autodesk - Maya, Arnold, Motion Maker, Flow, Mudbox</b> <b>Adobe - Photoshop, Premiere, After Effects, Substance</b> <b>Foundry – ZBrush, Nuke</b>	<b>Unreal Engine (Virtual Production, Cinematics)</b> <b>Misc -Toon Boom Harmony, Blender, Unity, C#, MEL</b> <b>Mocap - Faceware, Cartwheel, FaceCap</b>
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#### Experience:

<p><b>Full Time:</b></p> <p><b>Teacher/3D Subject Coordinator</b> Academy of Interactive Technology - 2018 to current <i>Teaching, 3D Subject Coordination, tuition, assessment, academic + resource development, 3D modeling, texturing, lighting, rigging, concept art, 2D and 3D animation, mocap and virtual production (Maya, Arnold, ZBrush, Unreal Engine, Photoshop, Premier, After FX, Nuke, Toon Boom, Canvas)</i></p> <p><b>Screen and Game Art Teacher</b> Academy of Interactive Entertainment - 2017 <i>Teaching, tuition, assessment, resource development, 3D modeling, texturing, lighting, rigging, concept art, compositing, animation, game art (Maya, ZBrush, Nuke, Unity, Photoshop, After FX, Substance Painter)</i></p> <p><b>Game Design, Animation Lecturer</b> JMC Academy - 2010 to 2016 <i>Teaching, tuition, assessment, lecture preparation and course development, 3D modeling, texturing, lighting, rigging and animation, figure drawing, concept art, character design, art history, game art, design, and programming (Maya, Mudbox, Unity, Photoshop, After FX, C #, Java script, MEL script)</i></p>	<p><b>Contracts:</b></p> <p><b>Academic Developer</b> Animation Mentor - 2024 <i>Academic Development – asynchronous learning module</i> <i>Digital Concept Art (Adobe Suite)</i></p> <p><b>3D Artist</b> Brad Webb - 2024 <i>3D art and composition for large scale printing (Maya, Photoshop)</i></p> <p><b>3D Game Artist/Animator</b> Adam Gornowicz - 2021 to 2022 <i>3D models, textures, rigging, animation for indie game (Maya, Photoshop, Unity)</i></p> <p><b>Creature Animator</b> Google Creative Labs - 2018 <i>3D models, textures, rigging, animation, particle FX, C# scripting for AR app (Maya, ZBrush, Photoshop, Unity, ARCore)</i></p> <p><b>Creature Animator</b> Melbourne Museum - 2016 <i>3D models, rigging, animation, surfacing for various display animals (Maya, Mudbox, Photoshop)</i></p>
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#### *Experience (cont.):*

**Art Director** - Endgame Studios (full time) - 2008 to 2010

*Art direction, scheduling, resource development, 2D art and design, 3D models, textures, rigs and animation.*

*Credits: Fractured Soul (DS); DJ Ringtones (iPhone); MX Raven (DS); Bella Sara (PC); Australian Zoo (DS);*

*Crystal Mines (iPhone, PSP)*

**3D Artist/Animator** - Tantalus Media (full time) - 2001 to 2007

*Game art and design, 3D models, textures, rigs and animation, iterative testing.*

*Credits: Woody Woodpecker- Crazy Castle 5 (GBA); Flintstones - Dino Disaster (GBA); Jimmy Neutron -*

*Attack of the Twonkies (GBA); ATV Quad Bike Racing (DS); SpongeBob Square Pants - The Yellow Avenger (DS);*

*Unreal 2- The Awakening (Xbox); Black Market Bowling (PS2); Pony Friends (DS); CARS - MaterNational (DS)*

**3D Artist/BG Animator** - Animation Works (full time) - 1994 to 2000

*Digital paint, compositing, matte painting, 3D models, textures, lighting, rigs, animation.*

*Credits: The New Adventures of Ocean Girl (TV series); The Silver Brumby (TV series); Larry the Leprechaun (pilot); JoJo*

*Jurassic (TVC); Birthday Freddo (TVC); Friday Freddo (TVC)*

#### *Education:*

<b>Feature Animation Program</b> <i>IAAnimate - 2023</i>	<b>(Short Courses)</b>
<b>Diploma - Advanced Character Animation Production</b>	<b>Unreal Engine 11 Second Club Challenge</b>
<b>Diploma - Advanced Animal and Creatures Animation</b>	<i>Epic Games - 2021</i>
<b>Diploma - Animation Fundamentals</b>	<b>Unreal Engine Animation Webinar</b>
<i>Animation Mentor - 2012 to 2014</i>	<i>Epic Games - 2020</i>
<b>Tertiary studies (Maths, Physics, English Literature)</b>	<b>Unreal Engine Virtual Production Workshop</b>
<i>Monash University - 1983 to 1983</i>	<i>Epic Games - 2020</i>
<b>Higher School Certificate</b>	<b>Concept Art Masterclass</b>
<i>Queenscliff High School - 1982</i>	<i>Ev Shippard (AIT) - 2019</i>
<i>Honours 1979, 1980, 1981 (Dux)</i>	<b>OneHE course 'An Introduction to Online Workload Management' - online, 2023</b>
<i>Shire of Bellarine Scholarship, 1981</i>	<b>OneHE course 'Engaging Students Through Screen Capture Video Feedback' - online, 2023</b>
	<b>OneHE course 'Fundamentals of Backward Course Design' - online, 2023</b>

#### *References:*

Colin Perry - (fmr) Academic Manager, AIT, Melbourne

Colin South - Producer, Media World

John Hipwell - Producer, Hipwell International Production Services