Adam Moder
animator, artist

Adam Moder
Melbourne, Australia
+61 434 448 098
amoder@hotmail.com
Creature Animation Reel
Character Animation Reel
Website Folio

Focus:
- *Character and creature animation in various styles*
- *3D sculpting, modeling, rigging, surfacing, lighting*
- *Concept art, storytelling, game design*

Skills:

Advanced technical acumen and creative skills

Strong communication and mentoring ability

Enjoy creative collaboration and problem solving

Experience in animation, game dev and education

Maya, Arnold, Renderman, ZBrush, Mudbox, MatchMover, Motion Builder
Photoshop, Premiere, After Effects, Nuke, Substance Painter, Toon Boom
Unity 3D, Unreal Engine, C #, MEL, Java script

Experience:

Art/Animation Teacher - Academy of Information Technology (ongoing) - 2018 to current
(Educator of the Year 2021)
Teaching, 3D subject coordinator, practical tuition, assessment, class management, resource preparation;
3D modeling, texturing, lighting, rigging, concept art, 2D and 3D animation
(Maya, Arnold, ZBrush, Photoshop, After FX, Toon Boom)

Game Animator - Adam Gornowicz (contract) - 2021
3D models, textures, rigging, animation, for independent game (Maya, Photoshop, Unity)

3D Artist/Animator/Rigger – University of Melbourne (contract) - 2019
3D character model, textures, rigging, animation for real time implementation of virtual reality application (Maya, ZBrush, Photoshop, Unity)

Creature Animator - Google Creative Labs (contract) - 2018
3D models, textures, rigging, animation, particle FX, scripting for real time implementation of augmented reality application (Maya, ZBrush, Photoshop, Unity, ARCore)

Screen/Game Art Teacher - Academy of Interactive Entertainment (contract) - 2017
Teaching, practical tuition, assessment, class management, resource preparation;
3D modeling, texturing, lighting, rigging, concept art, compositing, animation, game art
(Maya, ZBrush, Renderman, Nuke, Unity, Photoshop, After FX, Substance Painter)

Creature Animator - Melbourne Museum (contract) - 2016
3D models, textures, rigging, animation, particle and fur FX for various display animals
(Mudbox, Maya, Photoshop)

Game Design, Animation Lecturer - JMC Academy (full time) - 2007 to 2015
Teaching, tutoring, assessment, class management, 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)

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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:

Feature Animation Program (online)	**Unreal Engine Virtual Production Workshop**
IAnimate - 2022	Epic Games – 2020
Concept Art Masterclass	**Certificate IV - Training and Assessment**
Ev Shippard (AIT) - 2019	Academy of Interactive Entertainment - 2017

Diploma in Advanced Character Animation Production
Diploma in Advanced Animal and Creatures Animation Production
Diploma in Animation Fundamentals
Animation Mentor - 2012 to 2014

Digital Art and Design Diploma	**Tertiary studies (Maths, Physics, English Literature)**
Western Met TAFE - 1994	Monash University - 1983 to 1986

Higher School Certificate
Queenscliff High School - 1982   **Honours** 1979, 1980, 1981 (Dux)   **Shire of Bellarine Scholarship**, 1981

References:

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

Colin South - Producer, Media World

John Hipwell - Producer, Hipwell International Production Services