



Adam Moder
 animator, artist

Adam Moder
 Melbourne, Australia
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[LinkedIn](#)

Passions:

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

Skills:

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

Maya, Arnold, ZBrush, Unreal Engine, Photoshop, Premiere, After Effects, Substance Painter, Nuke, Toon Boom, Unity, C#, MEL

Experience:

<p>Full Time :</p> <p>Teacher/3D Subject Coordinator 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 (Maya, Arnold, ZBrush, Unreal Engine, Photoshop, Premier, After FX, Nuke, Toon Boom, Canvas)</i></p> <p>Screen and Game Art Teacher Academy of Interactive Entertainment - 2017 <i>Teaching, tuition, assessment, resource development, 3D modeling, texturing, lighting, rigging, concept art, compositing, animation, game art (Maya, ZBrush, Renderman, Nuke, Unity, Photoshop, After FX, Substance Painter)</i></p> <p>Game Design, Animation Lecturer 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>Contracts:</p> <p>Academic Developer Animation Mentor - 2024 <i>Academic Development – asynchronous learning module Digital Concept Art (Adobe Suite)</i></p> <p>3D Artist Brad Webb - 2024 <i>3D art and composition for large scale printing (Maya, Photoshop)</i></p> <p>3D Game Artist/Animator Adam Gornowicz - 2021 to current <i>3D models, textures, rigging, animation, for independent game (Maya, Photoshop, Unity)</i></p> <p>Creature Animator 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>Creature Animator 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:

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

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

Colin South - Producer, Media World

John Hipwell - Producer, Hipwell International Production Services