

# Adam J. Gillespie

## Animator - Lab Artist

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## About

10 years experience in animation for video games, film, television, VR and previs. Diverse and adaptable with many skills beyond just animation, I am looking to continue creating quality assets and movement for amazing games and vfx.

## Skills

- Maya
- Animation
- Motionbuilder
- 3D Studio Max
- MEL Scripting
- VR Experience
- Unity/UE4
- Strong Work Ethic
- Fast
- Adaptable

## Experience

### MPC

Lab Artist/Rigging/Tools Scripting || May '17 - Present

- The Lion King (2019)

### The Mill

Animator || Jan '14 - Jun '14

- Super Bowl Commercials
- World Cup Commercials
- Video Game Trailers (Titanfall, etc...)

### Logan

Animator/Modeler/Rigging || Jan '14 - Jun '14

- Video Game Trailers

### Ingenuity Engine

Lead Animator/Rigging/Tracking|| Oct '10 - Jun '11

- Harold and Kumar 3 (2011 Film)
- Detention (2011 Film)
- Misc Commercials and Music Videos

### Arconyx Animation

Animation Supervisor || Jun '13

- Goliath (Short Film)
- On-set Supervisor

### Three Rings Design (Sega)

Animator May '10 - Sept '10

- Spiral Knights (Game Anim)

### Meteor Games

Animator || Dec '07 - Feb '09

- Twin Skies (Video Game)
- Hero Pets (Video Game)

### Digital Domain

Lab Artist/Anim/Mocap/Rigging/Code || May '14 - Aug '17

- Ready Player One (2018)
- The Mummy (2017)
- ArchAngel (VR Game - 2017)
- Quantum Break (In Game Cinematics)
- The Jungle Book (2016)
- Many MANY VR demos in Unity and UE4

### FrameStore

Animator || Jul '13 - Sep '13

- Tons of Commercials

### Hydraulx

Animator/Dynamics || Nov '11 - Feb '12

- The Avengers (2012 Film)
- Looper (2012 film)
- Skyline (2010 Film - Jul '10 to Oct '10)
- Misc Commercials

### Zoic

Animator/Dynamics/Rigging/Code || Mar '11 - Jun '13

- TV Shows (Falling Skies, Fringe, Arrow, etc...)
- Commercials
- Game Trailers and in-game cinematics

### Zoic

Lead Animator || Jan '10 - Feb '10

- Sony Battle Royal opening cinematic

### yU+co

Animator || Mar '10 - Jun '10

- Misc Commercials

## Education

Art Institute of Philadelphia  
Bachelor of Science, Animation Art and Design