



ADAM VOROUS

Objectives

To apply the skill sets I have learned from my experiences in the industry. Primarily focusing on environments, vehicles, and prop modelling and to continue gaining production experience and further develop my artistic and technical abilities.

Experience

MODELLING & SURFACING SUPERVISOR, RAINMAKER, VANCOUVER, BC

Currently, I am the modelling & surfacing supervisor for the episodic project "Bob the Builder"

LEAD ENVIRONMENT MODELLER, RAINMAKER, VANCOUVER, BC

Before this, I was the lead environment modeller for the feature films "Ratchet & Clank" & "Escape from Planet Earth" Prior to these, I worked on a few straight to DVD projects.

ENVIRONMENT MODELLER, VANGUARD ANIMATION, BURNABY, BC

About 7 years ago, fresh out of film school I was hired to work on the feature film "Space Chimps". I worked with a talented team of modellers to help create the environments and props.

Education

Vancouver Film School

Skills

Autodesk Maya, Softimage XSI, Mudbox, Premiere, After Effects, Photoshop

Residence

I am an American citizen with permanent residency in Canada.

Referrals

- James Wallace, Senior Modeller @ The Walt Disney Company (DIMG) jwkookookachoo@gmail.com
- Matthias Lechner, Art Director @ Walt Disney Animation Studios - work_matthias@hotmail.com
- Jeremy Sikorski, Sr. Texture Artist @ Sony Pictures Imageworks - sikorski.jeremy@gmail.com
- Harry Linden, Producer @ ToonBox Entertainment - hlinden@rainmaker.com
- Joel Olmstead, Modelling Supervisor @ Rainmaker Entertainment
- Cal Bruner, Writer / Director - calbrunker@gmail.com
- Sarah Hill, 3D Instructor - smelhill@hotmail.com