



Objective

Creating memorable visuals that will inspire and entertain, in an environment that offers variety and the opportunity to express my creative diversity.

Contact Details

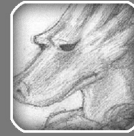
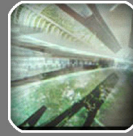
Mobile: 0427 393 696
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Website: adamceleban.com

Skills & Attributes

- **Knowledge in Maya:** A good general knowledge of Maya, as well as other 3D related skills, have been attained through a Diploma in Digital Media, employment, and a number of personal projects and projects completed in small teams.
- **Strong Skills in Photoshop:** 8 years of experience gathered in Photoshop covering a broad range of transferable skills such as Digital Art, Photo Manipulation, Graphic Design, Web Design and Texturing for 3D.
- **Set and Prop Modelling and Texturing Experience:** Over a year's valuable experience building and texturing sets and props in a fast paced, deadline driven games environment.
- **An Eye for Colour, Composition and Detail:** Many years of traditional art experience bring the benefit of being able to intuitively judge and analyse design, layout and the "overall look".
- **Adaptability to different environments:** Assisting in the directing and coordination of weddings has shown that I have been able to fit in with a variety of different people, whilst inspiring confidence in my professionalism through presentation and punctuality.
- **Going Beyond** set tasks to help other employees familiarise themselves with software or procedures, and readily sharing knowledge and tools to make a more efficient workflow.

Employment History

2006 - 2007	Team Bondi Junior Games Artist (Playstation 3)	Ultimo <i>Full Time</i>
	<ul style="list-style-type: none"> ▫ Created original and adapted 3D models and textures for buildings replicating 1940s Los Angeles. ▫ Worked in small teams to produce city blocks, roads and shop displays. 	
2005	Luxford Print Graphic Designer	St Marys <i>Casual</i>
	<ul style="list-style-type: none"> ▫ Designed print media independently to tight deadlines. ▫ Consulted with clients. Interpreted design briefs. Produced artwork and layouts. 	



Work Experience

2004	Digital Pictures 3D Artist (Modelling and Animation)	Crows Nest <i>Full Time</i>
2001	Drawquick Graphic Designer / Print Publisher	Quakers Hill <i>Casual</i>
1998 - 2002	Liquid Vision New Media Graphic Designer, Web Designer, Illustrator, Animator	Willoughby <i>Full Time</i>

Education

2004	Diploma Digital Media	3D Animation Enmore (Silicon Graphics)
2003	Cert IV 3D Animation & Digital Effects	3D Animation Enmore (Silicon Graphics)
2002	Higher School Certificate	Terra Sancta College
RSA, RCG, OHS Green Card, Driver's Licence (Clean Record)		

Interests, Hobbies, and other Skills

Concept Art Technical Drawing Traditional Art Digital Art	Ballroom Dancing Latin Dancing Swing Dancing Web Design	Cinematography Staging & Set Design Drawing Software and tool design
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Referees

Mark Soon Ghost Digital FX (Team Bondi) 3D Character Artist 0422 405 718	Greg Luxford Luxford Print Director 1800 655 284	Doug and Sue Potter Personal Referees Inspirations Dance Centre (02) 9808 5574
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