# Aaron C. Adams

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# Professional Experience

### Senior FX Animator
**Dreamworks Animation Studios (Oct 2017 - Present)**
- Simulate artistically directed natural phenomena (pyro / water / destruction / magic / crowds) using Houdini, 2D image manipulation software on Windows and Linux systems.
- Conceptualize, create, shade, render, and composite effects elements
- Use Python to develop pipeline and production tools for live use
- Coordinate across multiple departments to ensure quality deliverable

### Stage FX Software Developer
**Walt Disney Imagineering (April 2017 - Oct 2017)**
- Develop stage FX tools for live stage performances
- Utilize Unreal technologies for scripted sequencing
- Automate physical stage effects using C++ for a reliable and repeat performances

### FX Animator
**Walt Disney Imagineering (April 2017 - Oct 2017)**
- Simulate artistically directed natural phenomena.
- Conceptualize and develop effects for several Disney Shorts.
- Studied as a Disney FX Apprentice for Moana

### Unity Game Developer
**Booz Allen Hamilton (May 2013 - February 2016)**
- Develop educational games for Military use using Unity/C#
- Develop Virtual Reality (Oculus Rift) educational games for Air Force.
- Collaborate between client, art, and development teams to ensure quality deliverables
- Responsible for materials, shader, scene design, and user interface development and implementation

### Graduate Teaching Assistant
**Texas A&M (May 2009 - May 2011)**
- Grade assignments, quizzes, and projects in a fair and timely manner.
- Continuously strive to improve teaching skills through feedback and professional development opportunities.
- Conduct tutorials for, assist, and substitute lectures.

# Education

| Masters of Science | Bachelor of Science |
|---|---|
| Visualization - 2018 | Computer Science - 2013 |
| **Texas A&M University** | **University of Texas - San Antonio** |

### Additional Experiences

- Instruct and mentor for students at Texas A&M
- Organize and help run a Photogrammetry workshop series for Texas A&M

### Interests and Hobbies

- 3D Modelling, Printing and Fabrication
- Photogrammetry Techniques.
- Virtual Reality
- VR Avatar Creation
- Drawing and 2D Animation
- Teaching others about 3D technologies.

### Familiar Software

- SideFX's Houdini
- Unity, Unreal
- Blender, Maya, Substance Painter, and other 3D art softwares
- Adobe Creative Softwares
- Microsoft Visual Studio
- Jira