

Shafi Adam

www.shafiadam.com // shafiadamsart@gmail.com // +1 (401) 601 - 4688

Education

Rhode Island School of Design (RISD) // 2016 - 2020 // BFA Illustration // Providence, RI

Ngee Ann Polytechnic // 2011 - 2014 // Diploma in Game Art & Design // Singapore

Game Development Experience

Production Artist (Intern) at High5Games // 2018

- Developed a western-themed slot game in a team with other interns.
- Collaborated with other artists within the team to create a visually compelling art style.
- Conceptualized and designed game assets including characters, environment and UI.
- Integrated art assets and animations into the game using Unity3D and worked with programmers to ensure the assets worked as intended with their code.
- Communicated ideas and issues effectively during daily meetings and critique sessions with full-time employees.

Independent Game Development // 2014 – current

- Worked in various roles (2D/3D Artist, Technical Artist, Level Designer, Game Designer) across multiple game projects within Brown-RISD Game Developers and school projects including *Spellcard Dungeon (2018)*, *Don't Feed the Pigeon (2017)*, *1/O (2014)*.

Additional Experience

Brown-RISD Game Developers (BRGD) E-board // 2017 – current

- Managed and guided other students during the development of their semester-long projects and helped foster their skills in game art and design.
- Organized events such as guest speaker talks by industry professionals, game jams and end-of-semester public playtesting and showcase of our projects.
- Developed and conducted workshops introducing concepts of game design to new members.

Singapore Police Force (National Service) // 2014 – 2016

Freelance Illustrator // 2013 - 2014

- Illustrated the cover and interior drawings for *Land of the Meat Munchers (2013)*, *Zac Lee & The Legend of Yamashita's Gold (2014)* for Marshall Cavendish International Asia.

Skills

Artistic // Skillful in drawing, painting and sculpting in both digital and traditional mediums. Familiar with the game development process. Able to create 2D and 3D in-game assets utilizing skills in 3D modeling, UV-mapping and texturing and integrate them into game engines.

Design // Able to develop compelling characters, environments and props with a strong sense of narrative.

Software // Photoshop, Maya, ZBrush, Unity3D, Illustrator, Word, PowerPoint, Excel.

Project Management // Able to lead and organize multiple departments in game projects. Work efficiently in teams and give and receive constructive critique.

About Me // I enjoy heavy metal and folk music. DOOM and Counter-Strike are my favorite games.