

SHAFI ADAM

Concept Artist, Illustrator
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EDUCATION

Rhode Island School of Design | BFA Illustration | 2020, Providence, RI

Ngee Ann Polytechnic | Diploma in Multimedia & Animation (Game Art & Design) | 2014, Singapore

PROFESSIONAL EXPERIENCE

Wild Power Games | *Production Artist (Intern)*

2019, Providence, RI

Designed and sculpted miniatures for the *High Heavens* board game and external clients. Playtested and aided in game design for an unannounced project. Worked to understand the processes and considerations of running an independent studio. Assisted in managing the Wild Power Games booth and demonstrated *High Heavens* at PAX Unplugged in Dec 2019.

High5Games | *Production Artist (Intern)*

2018, Manhattan, NY

Worked in a team to develop a game for mobile and PC platforms. Established art direction and designed game assets for characters, environment and UI. Integrated assets into Unity3D engine and worked with programmers to ensure they functioned as intended. Communicated ideas and issues with the team during daily meetings and critique sessions with senior managers.

Freelance Illustration | 2014 - Present

Work includes cover and interior illustrations for books published by Marshall Cavendish International Asia.

Singapore Police Force | *Staff Officer to Director*

2014 – 2016, Singapore

Assisted in coordination of high-level meetings and policy making in the National Service Department.

SKILLS

Design | Character & Prop Design, 3D Asset-building & Texturing, Miniature Design, Game Mechanic Design.

Art | Drawing, Painting & Sculpting in digital and traditional mediums, Woodworking, Printmaking.

Software | Photoshop, ZBrush, Maya, Unity3D, Substance Painter, Illustrator, InDesign, DazStudio, PreForm.

RELEVANT EXPERIENCE

Brown-RISD Game Developers (BRGD) | *E-board*

2017-2019, Providence, RI

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

Independent Game Development | 2014 - 2019

Worked in various roles (2D/3D Artist, Technical Artist, Level Designer, Game Designer) across multiple game projects within Brown-RISD Game Developers and other school projects.

RISD Studio: Worldsmith with Lars Grant-West

2019, Providence, RI

Developed a thoroughly researched fictional world through character & environment designs. Considered all aspects of visual language to create an engaging and consistent art direction.

RISD Studio: A Beautiful Corner with Ryan Lesser

2019, Providence, RI

Designed an original character using a comprehensive workflow that involved turnarounds, material callouts, sculpting and rendering in ZBrush.