

# ADAM T BRIGGS

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**Objective:** To obtain a position as a Effects Technical Director with a focus on fluid dynamics.

**Software:** Maya, Realflow, FumeFX, Python, MEL, Photoshop, Illustrator, After Effects, Shake, Nuke.

**Experience: Luma Pictures, Santa Monica, CA**

**08/2011- 11/2011**

*Freelance FX Artist*

- Created dynamic effects for *Underworld 4* and *The Avengers*
- Created custom MEL tools for quicker production of repetitive tasks
- R&D'd new tools with senior members, implemented results into feature films

**Hydraulx, Santa Monica, CA**

**07/2010 – 08/2011**

*FX Technical Director*

- Developed dynamic simulations for several naturally occurring phenomena such as water, fire, smoke, debris, explosions, and many more.
- Worked on several full length feature films including *Skyline*, *Battle: Los Angeles*, *Gulliver's Travels*, *Take Shelter*, and more.
- Worked in Linux and Windows workspaces, transferring between the two as necessary.
- Set up elaborate particle systems, fluid simulations, and rigid body simulations, as well as lit and rendered them, in Maya, Realflow, and 3ds plugin Fumefx.
- Gained a solid understanding of the vfx pipeline.
- Proved dedication to finished product with several 90+ hour workweeks.

**Baked FX, Culver City, CA**

**06/2011**

*Freelance FX Artist*

- Simulated, lit, and rendered Maya dynamic simulations for the film *7 Days in Utopia*.
- Assisted in troubleshooting, fixing, and improving existing effects.

**Motion Theory / Mirada, Los Angeles, CA**

**04/2011**

*Freelance FX Artist*

- Developed Realflow and Maya dynamic simulations for two Bud Light Lime commercials.
- Simulated, lit, and rendered specific effects to be integrated into the final product
- Created complex liquid simulations from start to finish in a matter of days.

**TriVision Studios, Chantilly, VA**

**Summer 2009- Winter 2010**

*3D Maya Generalist*

- Created logos, short animations and concepts in 3D.

**Face the Pain Media, Virginia Beach, VA**

**06/2008 – 10/2008**

*Contract Animator*

- Storyboarded and animated a short pilot animation for Face the Pain Gym's upcoming media division, Face the Pain Media.

**Education: Savannah College of Art and Design**

Bachelor of Fine Arts in Visual Effects, Minor Technical Direction, March 2010

*Maya Generalist, degree concentration in Fluid Dynamics.*

- Dean's List, 3.8 GPA
- Who's Who Among Students in American Universities & Colleges