

# ADAM KUGLER

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## Software Knowledge



Advanced – Maya, MEL, Python, Mental Ray, Real Flow, Nuke, Fusion, Photoshop, Excel, Word

Intermediate – 3ds Max, FumeFX, Krakatoa, Rayfire, Softimage, Z-Brush, Motion Builder, SOuP, Vue, UDK

## Work Experience

### **June 2011 - Present, Lead FX Artist, Nickelodeon: Monsters vs. Aliens**

- Develop pipelines for FX and Compositing
- Work with directors to define technical capabilities and limitations for weekly episodic timeframe
- Create FX rigs that efficiently propagate across multiple shows to allow for high volume with minimal time, maintaining the film's original aesthetic

### **April 2000 - Present, Freelance Artist, Altered Reality Studios LLC**

- Completed works include: VFX work for film and television, background animation for live concerts, lighting and directing consultation for live performance, and various other works of 2d and 3d CG art across multiple disciplines

### **May 2010 – October 2011, Lead FX Artist, Nickelodeon: The Penguins of Madagascar**

- Developed and updated pipelines for FX and Compositing using multiple versions of Maya, Nuke, Fusion, RealFlow, and custom tools
- Built FX Rigs to allow for a procedural and efficient method of achieving high FX shot counts within a limited time frame including explosions, debris, smoke, water, magical effects and more
- Collaborated with and directed overseas studios in India and New Zealand to achieve a homogenous aesthetic and workflow
- Worked with directors to define limitations and solutions for story driven CG elements

### **August 2011 – September 2011, FX Artist, Nickelodeon: The Last Airbender: The Legend of Korra**

- Procedurally generated 3d water for the bending arena, matching the painterly style of the show to allow for more dynamic fight sequences while maintaining a seamless aesthetic.
- Consulted on compositing techniques and integration of 3d elements.

### **April 2011 – May 2011, FX Artist, Nickelodeon: Kung Fu Panda: Legends of Awesomeness**

- Designed complex particle systems involving flocking and expressions for a custom in-house sequence

### **February 2005 – November 2006, Vice President: Technology Advisor, AKTF LLC**

- Created, implemented, and maintained multiple websites that generated traffic for online gaming companies such as Party Poker, Eurobet, and Full Tilt Poker
- Responsible for SEO, ad banner creation, and seamless integration of content

## Education

### **2008 – 2009, Full Sail University, Computer Animation Bachelor of Science**

- Valedictorian/Course Director's Awards – Portfolio Content Creation, Production Modeling, Character Animation, 2-D Animation, and Object Perspective

## Additional Information

- Professional Poker Player 2003-2005
- Magic: The Gathering - 2004 Wisconsin State Champion; Pro Tour London Competitor
- Tactical officer and recruiter for World of Warcraft guild: Inquisition; completed all 40-man raid content including several top 20 world firsts