

# Adam Esat

## Character Artist

## Contact

Mob Tel: 07795 023800  
contact@adamesat.com  
[www.adamesat.com](http://www.adamesat.com)

## Profile

I have been working in the games Industry for over 7 years now as a Character Artist on the LEGO games. I have extensive experience working as part of a team, working to really tight deadlines and working under pressure. The skills I have gained in this role have mostly been technical efficiency, but for artistic roles, I am able to adhere to a very strict style guide when designing and adapting characters in LEGO.

## Education

2005 - 2008 **London Metropolitan University**  
BSc Multimedia Technology and Applications – 2:1

Sept - Dec 2009 **Escape Studios**  
Games Course

2013 - 2014 **Scott Eaton's Anatomy courses**

## Work Experience

Jun 2010 – 2016: Senior Character Artist  
– **Traveller's Tales**

Jun 2016 – 2017: Senior Character Artist  
– **TT - Fusion**

I work on the various Lego Games that are currently being produced. I am a senior member of the team, and my role involves all things related to the creation of existing Lego characters to designing new ones. This also includes creatures design and optimisation. I use Maya, Photoshop, Illustrator and the various in-house tools to achieve this.

## Key Skills

- Hi Poly/Low PolyModelling
- Texturing - Hand Painted/Photo Reference Diffuse, Normal, Specular, Parallax Mapping
- Lighting
- Sculpting
- Current gen/next gen/mobile development

## Software

- Autodesk Maya
- 3D Studio Max
- Adobe Photoshop
- Adobe Illustrator
- Pixologic ZBrush
  - 3D Coat
  - Keyshot

## References

Andrew Whalley  
TT-Fusion  
Tel: 01565 759759

John Lomax  
Art Director  
TT - Fusion  
Tel: 01565 759759