

# ADAM R MOMSEN

## ANIMATION & DIGITAL ART

Saint Paul, Minnesota

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### SUMMARY

- ✦ Expert Maya animator with professional modeling, texturing and rigging experience
- ✦ Guided university students through the production pipeline from storyboard to screen
- ✦ Extensive technical background: comfortable configuring, troubleshooting, and maintaining VFX and animation production software and pipeline systems
- ✦ Skilled communicator who has collaborated with students, artists, vendors, and support staff

### EXPERIENCE

**Freelance** New York, NY and Saint Paul, MN

#### 3D Character Animator (2013 to Present)

**Meditech Communications, Inc** Saint Paul, MN

#### 3D Animation Generalist (November 2019 to January 2024)

- ✦ Produced high-quality medical device animation following client-approved storyboards and branding
- ✦ Modeled and rigged devices and anatomy to move and deform according to in-use guidelines
- ✦ Created animation and model assets for non-standard display such as AR environments
- ✦ Team lead for major client project, resulting in delivery of 18 1-2 minute animations within a tight schedule
- ✦ Employed technical and teaching background to guide other animators and improve production processes

**Jostens** Eagan, MN

#### 3D Artist – Contractor (August 2019 to November 2019)

- ✦ Cleaned and remodeled CAD assets for integration into Unity rapid prototyping system
- ✦ Created 2D vector art to be passed to manufacturing for finished jewelry

**Nodal NYC** New York, NY

#### Remote Technician/Lead Technical Writer (February 2018 to August 2019)

**Pratt Institute/City University of New York - Queens College** New York, NY

#### Adjunct Instructor (August 2016 to May 2017)

- ✦ 3D Animation Studio I, 3D Animation Studio III (Pratt, Fall 2016)
- ✦ Character Modeling II, Lighting & Rendering (Pratt, Spring 2017)
- ✦ Introduction to Digital Animation (Queens College, Fall 2016 - Spring 2017)

**Untwist, Inc./Valiant Technology** New York, NY

#### Systems Technician – VFX/Animation/Edit (October 2013 to August 2016)

**Lockheed Martin Corporation** Eagan, MN

#### Software Engineer Associate (June 2008 to July 2011)

### SOFTWARE TOOLS

#### Maya

Character Animation

Modeling (Hard Surface & Anatomy)

Rigging/Technical Direction

#### Photoshop

#### After Effects

#### Substance 3D Painter

#### Arnold

#### Redshift

#### ZBrush

#### Deadline

### EDUCATION

#### School of Visual Arts

New York, NY

#### Master of Fine Arts in Computer Art

#### University of Minnesota

Minneapolis, MN

#### Bachelor of Arts

Emphases Drawing and Animation

#### Bachelor of Science in Computer Science

Emphasis Computer Graphics

### AWARDS

**A Wizard Did It** Best Animation

GenCon Film Festival 2014