

ADAM KAY

TECHNICAL DESIGNER

ABOUT ME

As an enthusiastic and ambitious individual, I am often recognized as hard-working by my peers and adaptable to any situation. I always aim to deliver high-quality, consistent work on time with deadlines no matter what obstacles are in my path. Motivation is also one of my key features and notably I am also known to motivate others. Along with this I would also consider myself as a real team-player as I bring the best out of people that I am associated with.

CONTACT



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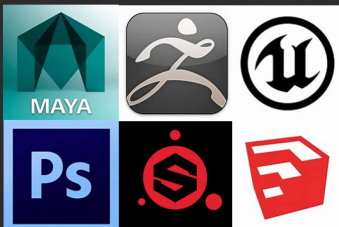


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SOFTWARE



EDUCATION

UNIVERSITY OF CENTRAL LANCASHIRE

BA (Hons) Games Design – 1st Degree

RUNSHAW COLLEGE

BTEC Level 3 Extended Diploma in Art and Design – MMM

EMPLOYMENT AND EXPERIENCE

ALDI

September 2014 – Present

Help manage new staff on the shop floor to ensure all team members leave on time and keep motivation high when the night shift gets long.

RECENT GAME JAMS

Epic Spring Jam – 2020 – Beneath

Technical designer: handled animation BP, audio, VFX and modeling buildings.

EGX London 2019 – Nan Turismo

Technical artist : handled all VFX in game.

AWARDED CERTIFICATE OF CREATIVE EXCELLENCE – NAN TURISMO

IBM

August 2018 – 13th to 24th

HOBBIES

- Working on existing mechanics
- Playing video games
- Striving to improve on past work