ADAM GOLDMAN

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SUMMARY

To create memorable experiences & innovative campaigns at a creative agency or production studio. Always looking to further my skills in 3D/motion graphics, visual design, and emerging technology.

EDUCATION

Rochester Institute of Technology
B.F.A. - New Media Design & Imaging *May 2012*

EXPERIENCE

Motion Graphics Designer & Studio Operator at 1000heads
(July 2015 – Present) *New York, NY*

Oversee & create motion graphics, videos, photography, and visual/print/web design for social media campaigns. Clients include Microsoft, Skype, GoPro, Lindblad, BalloonTime, Protect Your Bubble, Cipriani, and Singapore.

Designer at 1000heads
(March 2013 – July 2015) *New York, NY*

As a designer, I support social media experts in marketing large brands through word of mouth, award-winning campaigns, websites, videos, and branding/print. Clients include Skype, Marvel, Getty, AVIS, and Logitech.

R&D Designer at Arnold Worldwide
(July 2012 – September 2012) *Boston, MA*

Created interactive installations, visual designs, and 3D/motion graphics for large clients, including Jack Daniels, Truth, Amtrak, and Carnival. Gained 3 months 3D printing experience and designed an iPad game.

SKILLS / SOFTWARE

3D Generalist	Cinema 4D
Motion Graphics	After Effects
Photo & Video Editing	5D MK III + Premiere Pero
Visual & UI Design	Adobe Photoshop
Interactive /VR	HTC VIVE + Unity engine
Tangible Media/3D Printing	Arduino/Makerbot
Generative/Procedural	Processing.org/Filter Forge
Web Design	HTML/CSS

AWARDS / ACTIVITIES

Marcom, Davey, and WOMMA Awards
"Skype Fit Campaign"
(Jan 2017)

1st Place Platinum - Marcom Awards
"BalloonTime Box Office Campign"
(December 2016)

Silver Medal — Shorty Awards
"Lindblad-Nat Geo Photobomb App"
(Summer 2015)