

ADAM GOLDMAN

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SUMMARY

Award-winning motion & interactive art director that enjoys pushing the boundaries of creative and technology to create memorable experiences.

AWARDS

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

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

EXPERIENCE

Motion Graphics Designer & Studio Operator, 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.

Designer, 1000heads (March 2013 – July 2015) *New York, NY*
As a designer, 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.

R&D Designer, 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 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 Pro
Visual & UI Design	Adobe Photoshop
Interactive /VR	HTC VIVE + Unity engine
Tangible Media/3D Printing	Arduino/Makerbot
Generative/Procedural Web Design	Processing.org/Filter Forge
	HTML/CSS

EDUCATION

Rochester Institute of Technology
B.F.A. New Media Design & Imaging
(May 2012)