



ADAM TOTH

www.adamtoth.net

OBJECTIVE EXPERIENCE

To utilize my creativity with the skills and abilities in 3D and 2D software to obtain full-time employment in the game

BLU HOMES
3D Interactive Design Intern
June 2015 – August 2015

Consulted with engineers in order to build homes in 3D for interactive housing app // Worked with Interior Designers to create furniture assets to fill assortment of homes // Collaborated with Marketing Team to create seamless interactive experience

EDUCATION

UNIVERSITY OF WISCONSIN-STOUT // GPA 3.8
BS Game Design and Development // Art
Expected Graduation // May 2016

TECHNOLOGY CENTER OF DUPAGE
Computer Information Systems
August 2011 – May 2012

TCD provides an educational environment to high school juniors and seniors that supports and encourages developing occupational skills and professionalism

THE SIGN AUTHORITY
Graphic Design Intern
May 2013 – January 2014

Designed, printed, and installed signage
Designed and managed website // Maintained social media and web presence // Interfaced directly with clients and suppliers // Blogged about each job on the company website

TECHNICAL SKILLS

Experienced with Maya // Adobe Illustrator
InDesign // Photoshop // Unity // Premiere
Social Media // Photography // HTML // CSS

Proficient in JavaScript // Java // C# // Wordpress
After Effects // Sketchup // ZBrush // Audacity

ADRENALINE FUNDRAISING
GRAPHIC DESIGNER
June 2011 – November 2012

Responsible for design and development // Designed logos, graphics and advertisements // Interfaced directly with printers

QUALIFICATIONS

Avid Designer and Programmer
Skilled in Windows & Mac Programs
Creative Thinker
Effective Problem Solver
Strong Verbal & Written Communicator
Hard Working & Responsive
Leadership Skills

AWARDS & HONORS

UW-STOUT CHANCELLOR'S AWARD
December 2012, 2013 // May 2013, 2014
Award in Academic Excellence

EAGLE SCOUT
July 2011
Three Fires Council // Chanonee District