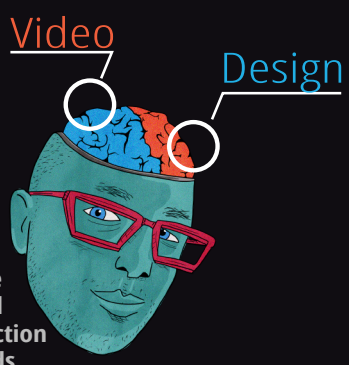
ADAM TEMPLE



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After graduating with a degree in 3D visual effects, I've worked in studios and agencies, developing a wide range of skills. I've overseen both standard commercial production and specialized productions involving projection mapping, multi-screen displays, and stadium LED boards. In the past 13 years, I've learned to manage people above and below the line in commercial production, and kept up with pre- and post-production industry standards. I'm well-versed in setting up the full requirements of production, shoots and post-housing: crews, talent, locations, permits, and budgeting. My work in agencies has also given me knowledge of media and inventory purchases for a national or regional campaign, including campaign strategies for target-demographic focusing.

SKILLS:

DP	Color Grading	Motion Graphics
Video Director	2D|3D Animation	3D for Gaming
Non-Linear Editing	3D Modeling | Rendering	Product and Life Photography

EXPERIENCE

Freelance:
Think Agency – Video editing, 3D modeling and animation, DP
Banjolitos - Photography and commercial production
Clear Channel, National - 3DAnimation
CNTV - Video editing, motion graphics
MaGik Animation - Animating and compositing for HBO and Sesame Street

Spectrum — Producer
Aug. 2015 - Sept. 2018
Create commercial content based on external and internal needs and budget. Write scripts, edit, animate, storyboard, set design, and direct video shoots. 3D modeling, rigging and animation for VFX plates.

DME Studios — Editor
Oct. 2014 - Aug.2015
Motion graphic animation, sound design, multi-level personalized-variable video rendering, After Effects programming, edit commercials and interviews, and storyboards.

Art Productions — Content Strategist
Oct. 2014 - Aug.2015
Motion graphic animation, sound design, multi-level personalized-variable video rendering, After Effects programming, edit commercials and interviews, and storyboards.

Specialized Productions — Animator
Oct. 2014 - Aug.2015
Motion graphic animation, sound design, multi-level personalized-variable video rendering, After Effects programming, edit commercials and interviews, and storyboards.

SOFTWARE SKILLS

Adobe:
Photoshop After Effects Indesign XD
Premiere Illustrator Animate Fuse

3D:
3DS Max Maya Blender Zbrush

Post:
Davinci Resolve Fusion FCPx

Engines:
UE4 Unity Construct

Coffee to Happiness Ratio