



ADAM RICKERT
SENIOR CREATIVE DESIGNER

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Long Beach, CA 90802

TECHNICAL SKILLS AND ABILITIES

ADOBE CREATIVE CLOUD SUITE: Photoshop, Illustrator, After Effects, Premiere Pro

GRAPHIC DESIGN EXPERIENCE: Color Theory, Typography, Illustration, Photography, Composition

UI/UX DESIGN: Paper Prototyping, Icon Design, Interaction Design, Navigation Layouts, HUD Design

GAME DESIGN/DEVELOPMENT: Character Design, Story Flow, Copy Editing, Voice-Over Direction

GAME ENGINES: Unity3D, NGUI, Tyrannobuilder, RenPy

3D SOFTWARE: Maya, Mudbox, ZBrush, 3DCoat, CrazyBump, xNormal, Marmoset Toolkit

PROGRAMMING LANGUAGES: C#, HTML, CSS

PROJECT MANAGEMENT: JIRA, Trello, Slack

MICROSOFT OFFICE SUITE

ADDITIONAL SKILLS: 20+ Years of RPG game design, character development, story writing, and level design experience as a Dungeon Master (Dungeons and Dragons/Big Eyes Small Mouth/other tabletop game systems)

EDUCATION

THE ART INSTITUTE OF CALIFORNIA – SAN FRANCISCO
Bachelor of Science – Game Art & Design (Graduated with Honors)

San Francisco, CA
Graduated: *June 2011*

EXPERIENCE

NETMARBLE US
Senior Creative Designer

Buena Park, CA
Feb 2015-Present

- Lead a team of in-house and agency designers to develop marketing and social media assets for 20+ mobile game titles, including app store collateral: icons, store screenshots, marketing copy, ad creatives, in-game update notifications, and community engagement assets.
- Develop detailed improvement plans for games currently in production focusing on visual development, UI/UX design, character design, typography, and gameplay/fun.
- Assist with westernization efforts of overseas development studios under the Netmarble family. Provide ongoing insight on cultural sensibilities, aesthetics, and design trends for western market titles.
- Provide ongoing training for team members in a variety of subjects, including graphic design fundamentals, typography, video editing, 3D modeling, and stock photography.

ADAM RICKERT DESIGN & DEVELOPMENT
Founder/Independent Designer

Long Beach, CA
Sept 2013-Present

- **GEORGE UNDA**
 - Print pre-production for event promotion
- **ROBERT FOUNTAIN INTERNATIONAL**
 - 3D modeling and graphic design for event planning agency
- **BRENT CALDERWOOD**
 - Design book cover and promotional materials for book release
- **WINTERS MILK**
 - Logo design, Branding
- **SALSABEAR STUDIOS**
 - Business consultation, contract editing, web design, content writing, game design
- **PSINAPSE TECHNOLOGY (SEGA OF AMERICA)**
 - Create holiday marketing promotional materials, app store banners, icon design

12 GIGSSoftware Developer

San Francisco, CA
Jan 2013 - Aug 2013

- Write interaction code in C# for Unity3D based casino games
- Clean up and update HTML and CSS styles for existing HTML 5 games
- Create art assets and UI elements for in-game use
- Create animations and visual effects in Maya, Unity3D, and NGUI

KEASCreative Lead

San Francisco, CA
Oct 2011 - Aug 2012

<http://play.keas.com/>

- Establish and refine creative direction for all aspects of game site
- Lead brainstorming/pitch sessions with internal teams
- Create art assets for in-game use and marketing materials
- Create user experience mock-ups for layout and function of new features
- Conduct technical and user research for new feature implementation

WISHBUser Interface/Production Artist

San Francisco, CA
Aug 2011 - Jan 2012

- Create illustrations for use in site blog content
- Create and modify existing Flash assets to style guide specifications for use site-wide
- Moderate incoming forum and gallery posts from users

ADDITIONAL WORK EXPERIENCE

STANFORD UNIVERSITY – DIGITAL MEDIA ACADEMY

Stanford, CA

Digital Art and Graphic Design Instructor

July 2011

- Instruct students ages 12-18 in a variety of topics used in Graphic Design and Digital Art
- Topics included: An overview of Adobe Photoshop and Illustrator, color theory, typography, digital painting, composition and layout

UNITED STATES NAVY

San Diego, CA

Airman – Photographer’s Mate Striker (Honorable Discharge)

2004-05

- Main provider of full photographic framing and engraving services for officers and flag staff of the USS Ronald Reagan (CVN-76): served a crew of approximately 6000 members.
- Inventoried and maintained photographic, audiovisual, engraving and printing equipment valued at over \$3 million dollars.