

# Adam Spring

[hello@adamspring.com](mailto:hello@adamspring.com)

Showreel - <https://vimeo.com/1005882530>

Website - [www.adamspring.co.uk](http://www.adamspring.co.uk)

## Objective

A senior 3D Artist with over ten years of experience working in the Visual Effects and Animation industry. During this time I have worked on a number of projects which have helped me develop a specialist skill set and ignited an ever growing passion for computer generated imagery. Alongside my career in Visual Effects I take great enjoyment from being outdoors, travelling with my camera and meeting different people from all walks of life.

## Skills

- Blend Shape Modelling
- Character Design & Sculpting
- Human Anatomy
- Facial Action Coding Systems
- Photogrammetry
- Python | MEL scripting

## Software

- Maya
- ZBrush
- Mari
- Nuke
- Reality Capture / Agisoft Photoscan

## Experience

**Blur Studio:** September 2020 – Present  
(Senior Facial Modeller)

- Love, Death & Robots Volumes 2-4
- Elder Scrolls Cinematic
- Call of Duty MW2

**MPC:** February 2022 – December 2024  
(Lead Facial Modeller)

- Snow White

**3D Scan Store:** – September  
(Facial Modeller)

- Retopologize FACS for the online store

**Pinewood 3D:** April 2017 – September 2020  
(Lead Facial Modeller)

- Call of Duty Black Ops 4 – Dead of the Night, Activision (AAA Game)
- Peter Scott-Morgan MND (Channel4)
- Skull & Bones 2, Ubisoft Singapore (AAA Game)
- Hitman (AAA Game)
- Top Eleven (The Mill)

**FBFX:** September 2016 – March 2017  
(3D Modeller / Texture Artist)

- Thunderbirds, Halifax Commercial
- Guardians of the Galaxy 2
- Lost in Space

## Education

BA Hons Animation, Ravensbourne College of Design & Communication – First Class Honours.

## References

Jake Harrell, Lead Facial Modeller, MPC, [jake-ha@mpcvfx.com](mailto:jake-ha@mpcvfx.com)

