

ADAM MURGUIA > RECOMMENDATIONS AND REFERENCES

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GREG FAILLACE - ART DIRECTOR, PERPETUAL ENTERTAINMENT

"Adam is one of those rare individuals you come across in life. He's highly motivated, professional, organized and very effective at managing or building creative teams to deliver great art. He has a deep technical understanding of tools, pipelines and the convergence of art and design. Adam will always lead the way with techniques and ideas on how to improve art quality and make the most out of any situation. Adams communication is clear and concise; you never leave a conversation wondering what the next steps are. This clear communication has created a fantastic bridge between art and engineering on Star Trek Online and inspired confidence on the team. We have worked together for roughly a decade; during this time I've seen Adam consistently raise the artistic bar in every project he's involved in by setting the example for others. Adam can look at any part of a production, character creation, environments, modeling, FX and offer insight and guidance to artists of all levels. He's inspiring to work with and makes everyone around him more aware of the possibilities within themselves by encouragement and clear guidance. Adam brings tremendous value to any team, and I've been fortunate to have worked with and been inspired by him for such a long time. He rocks!"

JOSH NADELBERG - LEAD CHARACTER ARTIST, PERPETUAL ENTERTAINMENT

"You would be hard pressed to find a human being with more talent, motivation, determination, and dedication than Adam Murguia. I have had the great fortune to work with Adam for over 7 years now, and I never cease to be amazed and inspired by his desire and uncanny ability to consistently raise the bar. On our most recent project, in his role as Associate Art Director for STO, Adam embraced every tool at his disposal to create pipelines that were innovative and streamlined, and coached a team of artists (both on and offsite) to create truly next-gen content. Adam has really been a mentor to me since I first got into the game industry, and I feel incredibly lucky to call him my friend and my colleague. I cannot recommend anyone more enthusiastically than Adam Murguia, and am confident he would be an invaluable asset to any team."

TIM LAJOIE - LEAD ENVIRONMENT ARTIST, PERPETUAL ENTERTAINMENT

"Adam provides exceptionally strong leadership and guidance while demanding excellence from his team. He is inherently innovative and is constantly striving to find new solutions to problems that range from artistic quality to development processes to technical pipelines. He is perpetually optimistic and searches constantly for the win-win situation while still being supportive and open as a leader. He has a very deep aesthetic sense combined with a strong understanding of the technical issues that create the best cutting edge art in the video game industry. Adam is someone that any team in the industry would be lucky to have and I would work with him again under any circumstances."

MARK FRANZ - DEVELOPMENT DIRECTOR, PERPETUAL ENTERTAINMENT

"Adam is a fantastic leader and passionate about making great art. He provides a crystal clear vision for his team and a practical guidebook for achieving the bar. He meticulously mentors his team to achieve the goal and the results are incredible. And he knows it – and he'll tell you he knows it. His team has a well-earned swagger. Adam's passion for excellence extends beyond the workplace as he volunteers to show local students the latest in Next Gen processes."

JOHN BEEBE - LEAD VISUAL EFFECTS ARTIST, PERPETUAL ENTERTAINMENT

"Adam is extremely driven. He likes pushing technical limits and making great looking art. He can inspire a team of artists to accomplish amazing feats. He communicates well with engineers and tech artists and has an acute sense of aesthetic. I have worked with Adam for a long time in many different roles. When he gets behind a project it has a high chance of success. Anyone who has Adam on their team is lucky. He is a rare individual indeed."

TODD REAMON - ART MANAGER, PERPETUAL ENTERTAINMENT

"Adam is the 'how' we do our art. We talk about it, we figure out 'what' we want to do, and Adam applies his supremely well-founded technical, analytical, art directorial mind to the problem - and very soon, almost miraculously, he presents us with a beautiful, detailed roadmap to our solution. He is also an outstanding manager, and a challenging and inspiring mentor. He is the rare, invaluable asset to a team or company. There's probably nothing Adam can't do, and do exceptionally well. It is an honor to work with this guy."

RICH DEZINNO - QA SOFTWARE TESTER, PERPETUAL ENTERTAINMENT

"Adam's mentorship has been invaluable to me. Under his direction and guidance my workflow has transformed immensely and brought me to an entirely different level. His insights and ideas on techniques and workflow is that of a true next-generation artist. Not only can Adam run an art department in an assured and professional manner, he can represent the company to diverse audiences while speaking their language. But above all, it's Adam's absolute passion for creating eye-catching, high-quality, sexy, efficiently-engineered 3d art that sets him apart. I would certainly want to work with Adam again."

JASON VANDENBERGHE - LEAD GAME DESIGNER, ACTIVISION

"Among the wide spectrum of game developers who worked on the X-Men game, Adam stood out in stark, bright, vivid colors as positive, professional, profoundly productive, creative, aggressive, and willing to consider any task that we might put before him. He often succeeded where many others before him had failed, and his versatility allowed him to be at the same time a profoundly productive contributor and a nimble and responsive leader. His spirit shines bright. He would be a positive addition to any team."

TODD GROWNEY - LEAD SOFTWARE ENGINEER, ACTIVISION

"Adam is a rare individual in the game industry. His grasp of engineering issues makes him unique in the field of art. Only a few like Adam exist in the entire industry. Adams unique skills make him ideal as a conduit between art and engineering especially during the design phase of any engineering project. Adams technical mind also allows him to pick up new technology quickly. Of course his artwork rocks as well."

DAVE WEHR – ASSOCIATE DEVELOPMENT DIRECTOR, ACTIVISION

"Adam is genial, genuine, and has a deep, current understanding of art technology and pipelines. He's a natural leader, and someone I'd trust to build a strong team and sensible, high-quality processes."

RADE STOJSAVLJEVIC – EXECUTIVE PRODUCER, ACTIVISION

“Adam is a fantastic artist and director. His work was consistently of the highest quality and set the bar for the rest of the team, especially in the area of effects. In the role of art director, Adam worked effectively with a team of artists to raise the quality of output and unify the artistic vision for the project. I highly recommend Adam and would gladly work with him again.”

MIRENA RHEE - SENIOR ENVIRONMENTAL ARTIST, ACTIVISION

“Adam is one of those people who drive both art and technology to incredible levels, with great communication skills and passion for excellence. As an effects guy at Z-Axis, he made great contributions to the team, from getting the effects systems up and running to getting amazing effects into the game. I have known Adam since 2000 and have seen him wear many hats, including that of a partner at New Pencil and would love to work with him again.”

NICK PECK - AUDIO DIRECTOR, ACTIVISION

“Adam is a highly skilled, very friendly person who is great to work with. He cares about top quality work, really knows his stuff, and is funny and warm. I'd work with him anywhere, anytime.”

KIMBERLY FARRELL - SOFTWARE ENGINEER, ACTIVISION

“Adam is innovative and driven to succeed. His creativity comes through not only in his art skills but also in his ability to solve problems creatively. He produces great work and inspires great work from others. It was a pleasure working with him.

STEVE FAIT - PRODUCER, NEW PENCIL

“Adam possesses a rare balance of aesthetic eye and management ability, and excels at both. He is wholly passionate about making any project look the best that it can. He's also able to coax performance out of artists that goes beyond expectation, via firm but accommodating leadership. His passion, drive, knowledge and skill all combine to make him a most valuable asset at any level, on any team.”

TERRY ALLEN - TECHNICAL ARTIST, NEW PENCIL

“Adam is amazingly talented in many areas. As an art director, he gives great direction which is constructive, detailed and clear. As an artist, he is very skilled artistically as well as technically. He always goes the extra distance to figure out a problem and ensures an excellent product is created. He's very enthusiastic, motivational and is driven to succeed and I really enjoyed working with him.”

SCOTT CALLISON – ANIMATION DIRECTOR, NEW PENCIL

“I was very fortunate to work with Adam at New Pencil for over 5 years. Very goal oriented, Adam was always concerned with creating the highest quality CG. He would regularly go to great lengths to satisfy our clients needs while always striving to raise the bar artistically.-Regardless of schedule and budget constraints. Driven yet easygoing - that's Adam. I have no hesitation in recommending Adam for any Art Direction position in the game industry. I feel confident he would be an asset to your organization. Sincerely, Scott Callison Senior Animator Secret Level/Sega”

MICHAEL MURGUIA - PRINCIPAL, NEW PENCIL, INC.

“Adam is my brother. I have had the good fortune to work with him professionally over an extended period of time...5 years. He's a killer...takes no prisoners. If you are lucky enough to get him on your art team, don't expect him to whip out his pink-cotton-candy-

shooting-gun-of-touchy-feel-good...ain't gonna happen. I have personally watched him leap from a third story precipice in a death match Quake™ level and switch to the rail-gun in mid-air to pick off three opponents before landing...Quad-Damage style. Not just sufficient, but rather, total annihilation...absolute obliteration...explosive chunky vapor bouncing off walls. I thought, "Damn...that's what he does with his art". It is never just "good enough", rather, the target is identified and terminated with precision, skill, efficiency, and deadly accuracy. Adam knows what it takes to hit the target. You've got a ship date, and unprecedented quality demands. Adam is a proven leader, who will rally the troops and provide the leadership required to complete the art on time, and to the level of quality demanded by tomorrow's avid gamers."

REFERENCES

TERRY SMITH

Art Director – Electronic Arts

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