

## **ADAM MURGUIA** > RESUME

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### **PORTFOLIO**

To read a complete bio and view production examples, please visit my online portfolio at [gamegringo.com](http://gamegringo.com). I also have a featured artist profile at [gamasutra.com](http://gamasutra.com). In addition, my latest work is under NDA and can be shown cheerfully on-site or by arrangement.

### **EXPERIENCE**

**STAR TREK ONLINE - PERPETUAL ENTERTAINMENT,**  
San Francisco, CA, **Associate Art Director,**  
September 2006 – Present

- Instrumental in the creation of art pipelines including terrain generation, visual effects, prop creation, planet creation, rendering and lighting.
- Managed many direct reports including the Lead Visual Effects Artist, Lead Environment Artist, Lead UI Artist and Lead Prop Artist in the creation of "next-gen" artwork for an MMO.
- Lead the team as "look development" milestone owner responsible for creating the first ground environment for Star Trek Online. The visual bar of this ground environment helped recruit key talent and satisfy investors.
- Designed and created the new badge for Star Trek Online which won the hearts of CBS Television and avid fans alike.
- Trained multiple outsourcers through coaching and documentation to achieve our visual standard.
- Coined the playful phrase "Great Art Fast" to reward individuals that innovated production pipelines to achieve this goal.

**X MEN 3 - Z-AXIS GAMES,** Foster City, CA  
**Associate Art Director,** August 2005 – September 2006

- Promoted from Lead Visual FX Artist to Associate Art Director with a 25% raise in less than a year based on performance, contributions and peer recommendations.
- Built a game demo for Activision with the team at Z-Axis using Unreal 3 for our pitch of X-Men Mutants.
- Created hundreds of visual effects for X3 including the primary VFX for Nightcrawler, Iceman and Wolverine.
- Assisted in the creation of "Pyro", a stand alone central tech VFX editor, by helping to define the feature set and UI layout.

**NEW PENCIL, INC.,** Sausalito, CA

**Founder / Vice President,** June 1998 – August 2005

- In 2000 New Pencil, Inc. was voted one of the "Top 100 Places to Work in the Bay Area" by *San Francisco Magazine*.
- Directed artists, adhering to strict timelines and high aesthetic standards on franchises such as *The Sims*, *SimCity*, *True Crime – Streets of L.A.*, *Ultima Online*, *Magic the Gathering, 007 – Goldeneye* and many others.
- Collaborated with publishers and developers such as EA and Microsoft to create art outsource pipelines for their large scale asset production needs.
- Budgeted and staged milestones for video game art asset creation, successfully staying on-time and on-budget.
- Created budget analysis worksheets and boilerplate procedure documentation which aided New Pencil in running a profitable business.
- Collaborated with a team to construct an original IP and game concept creating fiction, characters, demo's and design documentation. Presented this original game concept to publishers including EA Partners, Namco and D3.
- Created high resolution and realtime assets for award-winning and best-selling cinematics, games and motion graphics.
- Constructed levels using Unreal including an arena map for Secret Level's *Magic the Gathering Battlegrounds*.
- Illustrated magazine print ads including *Prince of Persia*, *Sims*, *Spyhunter*, *Dead Reckoning* and *ESPN magazine*.

**MIDNIGHT MEDIA GROUP, INC.,** Millburn, NJ

**Graphic and FX Artist,** 1996 – 1998

- Created 2d and 3d artwork and motion graphics for industrial and corporate videos.

**RED ROCKETT DESIGN,** New York, NY

**Graphic Artist,** 1995 – 1996

- Created 2d and 3d artwork for advertisements, packaging and digital print mechanicals.

**TITLES**

**Electronic Arts / Maxis / Pogo:**

*The Sims, The Sims Deluxe Edition, The Sims Livin Large, The Sims House Party, The Sims Hot Date, The Sims On Vacation, The Sims Unleashed, The Sims Superstar, The Sims Online, Sim City 4, 007 - Agent Under Fire, Sims – URBZ, The Sims – Bustin Out, Lord of the Rings Battle for Middle Earth, 007 – Goldeneye, Medal of Honor – Dogs of War, Ultima Online 2, Hogwarts Online, Word Womp, Casino Island, Phlinx*

**Other Publishers and Developers:**

*LuxoFlux – True Crime: Streets of LA, Secret Level – Magic the Gathering Battlegrounds, S3 – Unreal Tournament S3 Enhanced Version, Mattel Interactive – Me 2 Cam, Wild Tangent – Bud Light's Snowboard Mountain and BMX Pro, MicroProse – Choplifter 3D, Microsoft – Zoo Tycoon 2 2004 E3*

trailer, Blue Fang Games – *Zoo Tycoon 2* opening cinematic, Blue Fang Games – Corporate logo animation, OWNP – *Sims Online* Chris Klein TV commercial and *Sims Online* Selma Blair TV commercial, See Advertising – *Tiger Woods Golf 2004* TV commercial and See Advertising / EA – *The Sims2* 2003 and 2004 E3 trailers, SmartPipes Corporate Identity, Kirshenbaum Bond and Partners West – *Prince of Persia* Print Ads, See – *The Sims 2* bedroom Ad, EA creative services – *The Sims Bustin' Out* Box Cover and *The Sims Bustin' Out* Game Boy Box Cover, Butler Shine and Stern – *Spy Hunter 2* PlayStation Box Cover and *Spy Hunter 2* - Two page ad spread, *ESPN magazine*, *Internet World* – Editorial Illustrations, Xeo Designs – Designed Interface for Roxio's *Easy CD creator 5*, Institute for Creative Technology – Demo Level and Trailers, Z-Axis Games – X3, Z-Axis Games – Xmen Mutants Game Demo, Perpetual Entertainment – Star Trek Online

**EDUCATION**

**THE SCHOOL FOR FILM AND TELEVISION**, New York, NY  
Two Year Meisner Conservatory, 1996-1997

**SCHOOL OF VISUAL ARTS**, New York, NY  
Unix and Alias courses, 1995

**HUMBOLDT STATE UNIVERSITY**, Arcata, CA  
Photography Major, 1990-1993

**SOFTWARE**

**MAYA, PHOTOSHOP, UNREAL, MAX, AFTER EFFECTS, Z-BRUSH, MICROSOFT PROJECT, MICROSOFT EXCEL**

**HOBBIES**

**GAMES, MMO'S, CARS**