

Adam Badke

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OBJECTIVE

Digital Artist

Combine my 3D modeling, animation, game design and hardware education, create unique and exciting art assets, environments in a progressive, creative atmosphere

EXPERTISE AND PROFILE

- Combines Diploma of 3D Animation and Game Design with COMPTIA A+ IT Technician Certification
- Proven industry experience as a Quality Assurance Tester and more recently as an Embedded Assistant Test Coordinator, working directly with development teams
- Advanced knowledge of 2D and 3D game engines (i.e. Unreal, Source), modeling, texturing and lighting
- Highly motivated, analytical, detail-oriented, decisive, personable, excellent communication and perception skills. Ambitious to continue advancing skill sets, technical and creative expertise

EXPERIENCE

Quality Assurance Game Tester

Electronic Arts, BC, Canada

2009-Current

- Recently promoted to Assistant Test Coordinator, providing direct support to the development team
- Create, prioritize and delegate planned testing scripts and templates for onsite and outsourced testers
- Responsible for discovering and reporting game anomalies on PS3, Xbox 360 and PC titles
- Communicate defects and design issues with developers, then regress issues to test updates
- Manage build installations and updates, perform device troubleshooting duties and manage network configurations

IT Consultant

Tek Systems, BC, Canada

2008-2009

- Install, program and repair PC's and electrical hardware/software
- Prioritize day to day workload responsibilities to ensure maximum efficiency while on site
- Provide customer support and respond to queries regarding equipment, operation and installation issues

Customer Support and Correspondence

The Carphone Warehouse, London, UK

2006-2007

- Provide remote assistance and support for various mobile technologies via phone and email correspondence
- Created an extensive written response template library, increasing the productivity of the entire department
- Update and manage customer accounts for the UK's 2 largest mobile networks (o2 and Vodafone)

IT Technician

GC Web, Gold Coast, Australia

2004-2005

- Provide customer service and assistance regarding PC sales, servicing and upgrades
- Install, configure and troubleshoot new hardware, software and operating systems
- Assemble and upgrade computer systems to meet specific customer requirements

SOFTWARE

Autodesk Maya, Mudbox, 3D Studio Max, Adobe Photoshop, Premiere Pro, Flash, Pixol Logic ZBrush, MS Office, DevTest, DevTrack

EDUCATION

Diploma of 3D Animation and Game Design – 'Honors Graduate'

2009

Pacific Audio Visual Institute, BC, Canada

CompTIA A+ Certification - 'IT Technician' Designation

2008

Computer Technology Industry Association (CompTIA)

Game Developers Conference Canada, Alumni Member

2009

- *Attended GDC'09 Vancouver, BC*