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Adam D. Spelic

Profile

My name is Adam Spelic and I am a Junior in college. I have significant experience in many Adobe products and have certifications in multiple. I also have experience in Blender, Maya, Houdini, Unity, and Toon Boom. I am passionate about games and animation and I bring a diverse set of skills to the table.

Work

Manor House Banquet & Confrence Center

7440 Mason Montgomery Rd, Mason, OH Phone: (513) 459-0177

I work as a Room Captain. That means I am assitant to the Manager when one is present as well as I am resposible for the running of smaller events on my own. This means I deligate to Servers and work with the guests to carry out their needs over the course of a night.

04/2019 - Now

Lantern Light Studios

Fully Online Production Email: anthony@lanternlightstudios.com

Currently I am a Senior Artist at Lantern Light Studios, a small independent game developer. At said studio I work with other devs in agile sprints to accomplish weekly goals. At the moment a lot of my work involves 2D still and animated asset creation.

11/2020 - Now

Education

Ohio University

Currently I am a freshman at Ohio University studying Games & Animation in the Honors Tutorial College program. This entails increased responsabilities and expectations.
I am also studying for a minor in computer science.

08/2020 - Now

Skills

- Houdini
- Blender
- Maya
- Unity
- C++
- Github
- Agile Methodology
- Toon Boom
- Solid Edge
- Photoshop
- After Effects
- Premiere
- Illustrator
- Animate

Projects and Awards

Stylite

Over the past year and a half I have been working on an animation called Stylite. The piece is 5 minutes in length and is a blend of 2D and 3D animation. The goal was a leverage the best aspects of both styles. The piece has unique music composed by another OU student Turner Burton. The piece will be complete in October and will then be submitted to various film festivals.

Summer Work Study

Over the summer of 2021, another student and I worked with a professor at Ohio University on a animated short film. Work consisted of rotoscoping video and weekly progress checks.

Visual Discovery Conference - 2020

For a week in the fall, over google conference meetings, a team of three European college students and myself worked together to create a digital app. The goal was to colaborate together with people around the world in service of a single topic we could each explore with different lenses.

Houdini Independent Study

Currently I am working on an independent compilation revolving around the application Houdini. The goal is to not only learn but to also complete projects with recreation in mind. The idea is to take the pieces I create, document their procedures, and format them in a sort of loose curriculum.

Various Awards

On my website I have examples of various works earning awards at Golden Lion film festival and in the Scholastic Art and Writing competitions.