

ADAM FONTENAULT

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WORK EXPERIENCE

Assistant Art Director - Member of the ADG Local 800

September 2019 - Present

Credits include: Amazon Studios "Panic" / Solstice Studios "Hypnotic"

- Contributed to the look and design of sets, location work and props
- 3D modeling, design, and engineering when required
- Managed logistical, creative, and technical challenges with direction from the Art Director and Production Designer

Freelance Prop and Set Artist

July 2018 - Present

3D Modeling / Design / Engineering / 3D Printing / Fabrication

- Produced assets for commercials, Netflix, Troublemaker Studios, AMC, Amazon Studios, and Disney
- Prop and set asset design, engineering, paint, prep and output for both 3D printing and CNC fabrication

Paul Bernhard Exhibit Design, Austin, Texas

April 2015 - August 2018

3D Modeler / Designer / Prop and Model Maker / 3D Printing

- Led a small team in the design, engineering, and fabrication of several automata inspired exhibits utilizing both traditional and digital fabrication
- Provided 3D modeling, design, and 3D printing support for the hero motorcycles and several other vehicles in "Alita: Battle Angel"

Self Employed, Brooklyn, NY & Austin, Texas

2012 - 2015

3D Modeler / Technical Illustrator / Animator

Makerbot Industries, Brooklyn, New York

March 2012 - November 2012

3D Modeler / Model Maker / Animator

- Designed, modeled, animated, and fabricated an assortment of 3D printed projects for marketing applications
- Designed, 3D printed, and constructed a giant Marble Run for the window display at Makerbot's retail location.

Armature Studio, Austin, Texas

July 2010 - May 2011

Games Animator

- Collaborated with the Lead Animator, Art Director, and Game Designer to produce fun and dynamic animation
- Created both storyboards and animatics to further develop concepts and cinematics

Swarovski, Wattens, Austria

June 2006 - May 2010

Technical Illustrator

- Designed illustrations to visually explain how Swarovski's jewelry is assembled

Self Employed, New York, New York

2001 - 2006

Camera Technician / Camera Assistant

- Held positions from Loader to 1st AC on several music videos, commercials, shorts, and low budget features
- Lens calibration, magazine maintenance and repair, lubrication, timing, registration, and speed checks

SOFTWARE SKILLS

Fusion 360

Rhino 3D

Adobe Production Suite

3D Printing Slicers

SketchUp

Windows

Zbrush

Maya

Mach 3 and Aspire

Trotec and Torchmate

MS Office

MacOS

EDUCATION

Animation Mentor

July 2009

Diploma in Advanced Character Animation Studies

Fitchburg State College

May 2001

Bachelor's degree in Communications/Media

Concentration in Film and Video Production