

ADAM BIRCH

ILLUSTRATOR/ CONCEPT ARTIST/ UI ARTIST/ GAME DEVELOPER

INFO

ADDRESS

25 Hope Quay, Rope
Walk Bristol, BS16ZE

EMAIL

izma@izmaillustration.com

DATE/ PLACE OF BIRTH

May 18th 1991
England

NATIONALITY

England

WEBSITE

www.izmaillustration.com

SKILLS

Analytical
Creative Problem Solving
Adaptability
Adobe Photoshop Adobe
Illustrator Adobe
Indesign
Adobe After Effects
Adobe Premiere Pro Clip
Studio Paint
Pyxel Edit
Aseprite

EDUCATION

BA Illustration, University of Wales
Trinity Saint David
September 2010 - May 2016

PROFILE

An artist with nearly 10 years experience in industry as an illustrator touching on Comics, Merchandise, Concept art and Motion graphics. Adam is an adaptive artist who can help move an idea towards a final product. Adam has a huge enthusiasm for his work and spends much of his free time practicing and refining his skills and techniques. He has a wide knowledge of game history, design and theory and have the ability to combine his skills in a role with plenty of room for growth.

He also works for himself under the name -IZMA- in which he has worked on Merchandise, Pixel Art, Game Development and more.

EMPLOYMENT HISTORY

ARTIST, -IZMA- (PERSONAL BRAND) April 2015 - Present

With his personal brand -IZMA-, Adam is free to work on any personal projects he may have such a Game Development or Freelance Artwork.

He is predominantly a horror inspired artist, although his style ranges from dark and gritty comic book-esque to light and bouncy fun.

His latest released project was a solo developed Game Boy game playable on the original hardware called 'Deadeus'. It gained a small following online and recieved a printed review of 9.5 in Nintendo Force Magazine. He is currently working on his latest solo game set for release toward the end of 2020.

UI ARTIST, COATSINK July 2020 - Present

Adam is currently working as a UI Artist on an unannounced VR game for Coatsink. His primary roles here are developing concepts for both player and world UI in both diegetic and non diegetic format. During his time there he has worked alongside designers, 3D artists and concept artists to bring his ideas into the game.

ARTIST, MAGIC LEAP April 2015 - April 2020

At Magic Leap Adam's primary role was as an art generalist, largely leaning towards Concept Art for use in game development. Along with this he was frequently called upon to create motion graphics for various styles of User Interface within a Mixed Reality space. During this time he was involved in the shipping of 3 projects: *Create* (2018), *Undersea* (2019), and *The Last Light* (2020).

He also worked as a Motion Builder for his relation to the company Madefire, a Motion Comic company based in San Francisco. As one of the few with experience of motion building since the companies founding he was often called upon to build larger projects and help others to learn how to use the engine too. During this he was able to work along side other comic creatives such as Dave Gibbons, Co-creator of Watchmen.

ARTIST, MAGIC LEAP (UNDER CONSULTANCY) May 2013 - March 2015

During this time Adam's primary role was assisting in the world wide art needs of Magic Leap whilst working as part of the Welsh team.

STUDIO ARTIST, COMICSTRIPPER STUDIOS Mar 2012 - May 2013

Here Adam started as a Junior artist assisting the senior artists in the comic production pipeline. He eventually went on to become the studios inker and letterer, meaning he had a hand on everything that went out of the studio, including work for 2000AD and the BBC.