

ADAM CAPPS

CREATIVE DIRECTOR-GAME DIRECTOR-UI/UX DIRECTOR



CHIEF CREATIVE OFFICER

Overseeing all things creative. Art, UI, UX, Design, and Marketing

- Market analysis
- Designing, building and rapidly deploying games
- Developing and hyper-optimizing UX flows
- Building creative campaigns
- Driving UA

03/2018- present



ART/GAME DIRECTOR

Part of the creative leadership team at Storm 8 for 5 years.

- Managed a large team as Art Director
- Helped grow the creative department
- Managed managers :)
- Served as Game Director on multiple titles
- Served as Art Director

03/2013-03/2018



ART LEAD

Art Lead on Kingdoms of Camelot

- Ran the KOC Art Team
- Worked closely with product to achieve game benchmarks
- Made life long friends, both artists and production folk

11/2012-03/2013



ART LEAD

Concept art and asset creation on multiple games as well as a marketing artist.

- 2D Concept Art
- Asset Creation
- Marketing Art
- 3D Artist

01/2011-10/2012



ART LEAD

Overseeing all things creative. Art, UI, UX, Design, and Marketing

- Art needs on dozens of titles
- Game Design
- Pixel Art!
- UI/UX
- Marketing Art

02/2009- 01/2011



3D Artist

3D environment and character artist for PS3, PS2, Xbox 1, and PSP Games.

- 3D environment artist on multiple games
- Adapted 3D assets to match art styles
- Worked on many platforms
- First exposure to casual with Puzzle Quest

09/2007- 01/2009

CONTACT

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SKILL SET

Creative Direction |
Marketing | Game
Direction | UI/UX Direc-
tion | Product Manage-
ment | 2D Art
Team Leadership | Pro-
duction | 3D Art

TOOLS

Unity | Photoshop |
Blender (3D Packages) |
After Effects | Ad
Network Expertise