

# ADAM SHEFKI

DIGITAL DESIGN / FABRICATION / PROJECT MANAGEMENT

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## WHO & WHY?

I used to be an attorney, but my passion for creative work grew to eclipse my interest in practicing law. I retired my license in 2019 and moved to California to pursue a career in LA's creative industry. I've had the privilege of working on creative ventures including Superbowl commercials, music videos, theme park attractions, and much more.

I specialize in digital design work with a focus on 3D modeling, 3D printing, and CNC production. I'm familiar with mold-making techniques and have a lot of hands-on fabrication experience. I'm knowledgeable about electronics and low-voltage electrical work and have handled the design and production of large-scale systems, lighting displays, and special effects. I have a strong foundation in graphic design, video editing, and production. I program in C+, Java, and other development languages. **I love projects with practical effects – working displays, moving parts, lights and sounds.**

My primary goal is to find **full-time** employment with a company where I can continue to use and develop my skills on creative projects. I hope to continue gaining project management experience and would love to grow into a managerial role at an existing, reputable firm where I can find a long-term home.

## RECENT EXPERIENCE

### **Pretty In Plastic, Inc.** /// *Project Manager & Digital Designer*

MAY 2021 - PRESENT, North Hollywood, C.A.

- Handled **all aspects** of projects from inception to completion, including meeting with clients, quoting and bidding jobs, creating production plans, and managing artists, fabricators, subcontractors, and vendors to make sure things get completed on time and under budget.
- Produced complex digital designs for fabrication projects ranging from toys, collectibles, special effects, awards, fine art, public art installations, and much more.

### **Flix FX, Inc.** /// *Project Manager & Digital Designer*

SEP 2019 - APR 2020, North Hollywood, C.A.

- Coordinated teams of fabricators and craftspeople to build complex projects for events, installations, and other entertainment productions.
- Produced extensive digital assets for projects including 3D models, project plans, schematics, layouts, and graphics for both print and interactive media.
- Programmed, wired, soldered, and fully produced multiple electronic elements including digital communications, lights (LEDs), and sound displays.
- Operated 3-Axis and 5-Axis CNC machinery to produce vacuum-forming bucks, retail displays, signage, and set design pieces.

### **Thingergy, Inc.** /// *Technical Fabricator*

MAR 2019 - AUG 2019, Burbank, C.A.

- Modeled, designed, and printed a substantial assortment of 3D parts for nearly every project undertaken by the company.
- Maintained, repaired, and upgraded a room of 14 different 3D printers that formed the backbone of the company's digital production pipeline. These machines ranged from consumer models to five-figure, high-volume industrial printers.
- Operated and maintained company's primary CNC machines. Prepared models for milling and carved those forms out of foam, wood, and other materials on a daily basis.

## EDU

### **Seton Hall School of Law** /// *Juris Doctor*

2008 - 2011, Newark, N.J.

### **Rutgers University** /// *Bachelor of Arts in Political Science, minor in History.*

2004 - 2008, New Brunswick, N.J.

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I have an expansive project portfolio available online at [hire.fusedcreations.com](http://hire.fusedcreations.com) for your review, including images and video of selected projects that I have worked on and a synopsis of my involvement with each.

Please do not hesitate to contact me with any questions, or with requests for referrals or recommendations.