



About Me:

Hi! My name is Adam Galles and I love environmental storytelling. With a focus on technical optimization and communication, I want to create immersive environments that utilize upcoming technology to create unforgettable experiences in the game and cinematic spaces.

Education

GNOMON Diploma in Digital Production for Game Art
2023 - Expected Graduation: February 2026

LOYOLA MARYMOUNT UNIVERSITY Bachelor of Arts, Animation, Minor in Interactive Gaming and Immersive Media
2019 - 2023

Work Experience:

Gnomon Sculpture Teaching Assistant

Oct 2024 - April 2025

Assisted students weekly within Gnomon's sculpture classes on construction and development of realistic maquette and clay busts. Created demonstrations for students to help understand form, silhouette, shape, and visualization.

IMPOSSIBLE OBJECTS Virtual Production Intern

Aug 2022 - Oct 2022

Assisted and learned production pipelines within the departments of Virtual Art, Cinematic, Animation, and Virtual Production Teams. Created pre-visualization sequences in Unreal Engine and worked alongside artists to help develop assets for a commercial pipeline.

ID Tech Instructor Santa Clara/Stanford University

Jun 2022 - Aug 2022

Instructed students 7-17 on topics such as 3D modeling, game development, coding, and video creation. Worked with faculty and parents to customize lesson plans and activities to best support education.

Loyola Marymount Animation Club President and Secretary

May 2020 - May 2023

Contacted industry professionals and organized panels for students. Maintained contact with over 190+ members and prepared engaging events for members of LMU.

Projects

Environment Artist - Demo Reel Project 2025

BRAMBLE

Built with Unreal Engine, Substance Designer/Painter, Autodesk Maya, Photoshop, and Zbrush
Researched the visual design and style of VALORANT by Riot Games to create a mock gameplay level. Optimized the environment for player experience, visual clarity, and storytelling. Leveraged real-time techniques such as baked mesh maps, RGB masking, vertex painting, baked lighting, and texture optimization with shaders.

Environment Artist - Demo Reel Project 2025

The Alleyway

Built with Unreal Engine, Substance Designer/Painter, Autodesk Maya, Photoshop, and Zbrush
Created a pipeline around optimized decals and high poly to low poly sculpts. Hand painted murals and RGB masks to enhance the stylization. Added real-time visual effects and balanced technical constraints and artistic expression.

Environment Artist - Texturing for Games 2 Final 2025

The Log House

Built with Unreal Engine, Substance Designer/Painter, Autodesk Maya, Photoshop, Zbrush, and Marmoset Toolkit
Iterated on feedback from instructors and presented reference and production plans on a weekly basis.
Utilized Substance Painter, Substance Designer, Unreal Procedural Content Generation Framework, Speed Tree, and normal edge trims to create a realistic yet optimized environment.

Awards

Rookies 2024 Excellence Award

Recognized for technical and creative excellence among international submissions.

Rookies 2025 Draft Selection

Awarded a high ranking by the judging panel to be considered as a finalist.

Software

Autodesk Maya, Adobe Substance Painter, Adobe Substance Designer, Unreal Engine 4/5, Unreal Engine Blueprint, ZBrush, Speed Tree, Gaea, Houdini, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Adobe Illustrator, Unity, Python 3