

# Adam Klimovich

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## SUMMARY

An adept game development professional with 9 years of technical art and animation experience in mobile and web slot game production. Has a proven ability to manage complex pipelines while utilizing version control, utilize cross-disciplinary talent to deliver projects with high quality, and bridge creative and technical teams. Has a passion for creativity and imagination, is eager to learn and grow, and is a team player who is driven to help other creatives succeed whenever possible.

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## HIGHLIGHTS

- Created Spine animations using art that consisted of various themes and art styles
  - Led cross-functional collaboration between developers, artists, and producers across multiple game projects
  - Spearheaded the use of Spine into slot game production through collaboration with developers
  - Optimized asset performance through memory tests for mobile and web
  - Defined limitations of mobile hardware for the creative team
  - Elevated the Technical Artist role to include creative contributions through Spine animation
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## EXPERIENCE

### High 5 Games — Remote (NY HQ)

#### Creative Lead *May 2024 – Present*

- Mentors Technical Artists and oversees onboarding and training
- Guides visual style and direction for projects across art, animation, and sound
- Coordinates feedback with outsource art studios and manages deliverables
- Solves cross-disciplinary challenges and ensures alignment between creative and technical teams
- Utilizes AI to generate art concepts and final art
- Utilizes AI to create tools for automation and workflow optimization

#### Senior Technical Production Artist *Sep 2022 – Jun 2024*

- Animated characters, environments, and FX using Photoshop and Spine
- Processed art in Photoshop and exported separated .png files for use in Spine animations

- Optimized art and animation assets for performance on web and mobile platforms
- Troubleshooted and fixed Spine animation issues both inside and outside of the game engine
- Documented optimal workflow practices in Spine for Animators and Technical Artists using Confluence

#### **Technical Production Artist** *May 2016 – Sep 2022*

- Created and maintained game asset lists and production streams involving version-controlled assets
  - Positioned and scaled art and animations in a proprietary slot game engine based on art comps and team feedback
  - Worked with developers, artists, and QA to identify and solve game bugs and performance issues
  - Designed icons and promotional materials in collaboration with Marketing
  - Styled UI themes with CSS and maintained file structures for production builds
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### **CORE SKILLS**

- Technical Art Direction • Animation & Rigging (Spine)
  - Workflow Documentation • Team Training & Mentorship
  - Game Asset Management • CSS UI Styling
  - Cross-Team Communication • Bug Tracking & QA Collaboration
  - AI Art Generation • Pipeline Optimization
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### **SOFTWARE & TOOLS**

**Primary:** Adobe Creative Suite, Spine, ShotGrid, Perforce, JIRA, Confluence, Browserstack, Cursor, Claude

**Working Knowledge:** Figma, Maya, Blender, Unreal Engine