

ADAM KOBITZ

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PROFESSIONAL PROFILE

3D Generalist and digital media specialist with 13+ years of production experience creating real-time and rendered content across multiple platforms including desktop, mobile, streaming, fulldome, CAVE, AR, and VR. Proficient in historical reconstruction, technical visualization, and environment development. Experienced in optimizing workflows through implementation of leading AI technologies. Ten years of 3D printing experience, certified UAS pilot, and competitive drone racing enthusiast.

EDUCATION

Master of Fine Arts (MFA) – Electronic Art & Animation (2018) Ball State University | Muncie, IN *Thesis: "Second Best"*

Bachelor of Fine Arts (BFA) – Electronic Art & Animation (2012) Ball State University | Muncie, IN

PROFESSIONAL APPOINTMENTS

3D Generalist Institute for Digital Intermedia Arts (IDIA), Ball State University | Muncie, IN *July 2012 – Present*

- Leads 3D modeling, texturing, rendering, VFX, compositing, and video editing for academic and research initiatives.
- Implements and optimizes AI-assisted workflows to enhance productivity and streamline content creation pipelines.
- Interprets and translates complex research data and engineering files (CAD models, LiDAR terrain data, photogrammetry assets) for integration into real-time and rendered development platforms.
- Designs and fabricates components for 3D printing and laser cutting applications, supporting prototyping and production needs.
- Operates as remote UAS pilot (FAA Part 107 Certified) for aerial video, photography, and photogrammetry operations.

TEACHING & WORKSHOP DEVELOPMENT

Lecturer / Workshop Developer (Concurrent with IDIA Appointment) Ball State University | Muncie, IN 2012 – *Present*

- Contributed to curriculum development and provided instructional video lectures for **CCIM 220 – Introduction to Extended Reality** (Online, Asynchronous, Spring 2025).
- Develops and instructs technical workshops for faculty, staff, and students on advanced digital media topics.
- **Key workshop topics include:**
 - 3D Modeling & Maya
 - Real-Time Rendering with TwinMotion
 - Photogrammetry Workflows & Asset Creation
 - UAS Operations for Creatives

RESEARCH & CREATIVE ENDEAVORS

Collaborating Researcher / Artist (Concurrent with IDIA Appointment) Institute for Digital Intermedia Arts, Ball State University | Muncie, IN 2012 – *Present*

- Collaborates with faculty and researchers to design and produce immersive, interactive experiences for specialized platforms, including fulldome theaters and CAVE (Cave Automatic Virtual Environment) systems.
- Creates previsualization content for projects in early development, enabling stakeholders and grant reviewers to visualize concepts before full production.
- Specializes in historical reconstruction, technical visualization, and complex environment development for research-based projects.

Selected Projects

- **Augmented Reality Diorama at the Buffalo Bill Center of the West** (2019, Permanent Exhibition)
 - **Role:** 3D Artist, Lead Fabricator
 - **Description:** Brought a traditional diorama of Buffalo Bill's Wild West Show to life using augmented reality. The installation overlays digital vignettes onto the physical model, showing performers and historical figures to present innovative teaching technologies.
- **Virtual Angel Mounds installation at IUMMA** (2024, Permanent Exhibition)
 - **Role:** 3D Artist

- **Description:** Experience a virtual field trip to the past through this virtual recreation of Angel Mounds, on permanent exhibition in an immersive large-format CAVE installation.
 - **Virtual Reconstruction of The Pantheon (2014, 2025)**
 - **Role:** Lead 3D Artist
 - **Description:** Developed a research-based recreation of The Pantheon as it may have existed during the reign of Emperor Hadrian (c. 126 AD). Originally created for The History Channel's *The Universe* in 2014 and remastered for VRChat in 2025.
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COMMERCIAL DESIGN & ENTREPRENEURSHIP

Product Designer & Founder Self-Employed | Fishers, IN *September 2016 – 2020*

- Designed, prototyped, and tested high-performance components for the professional FPV drone racing market.
 - Managed all aspects of business operations, including manufacturing coordination, retailer relations, and customer support.
 - Developed an iterative design process from initial concept through manufacturing and market testing.
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BROADCAST, EXHIBITIONS, & COMMERCIAL PLACEMENTS

- **Broadcast Credit:** *The Sky at Night* ("Solstice" S57 E7), BBC (2013)
 - **Role:** 3D Artist (Virtual Recreation/Simulation)
 - **Broadcast Credit:** *The Universe: Ancient Mysteries Solved* ("Stonehenge" S08 E01), History Channel (2014)
 - **Role:** 3D Artist (Animation)
 - **Broadcast Credit:** *The Universe: Ancient Mysteries Solved* ("Roman Engineering" S09 E06), History Channel (2015)
 - **Role:** 3D Artist (Animation)
 - **Official Simulator Inclusion:** Designs featured in ESPN's Drone Racing League (DRL) official simulator (PC, PS4, & XBOX). (2017)
 - **Official Simulator Inclusion:** Designs featured in *Liftoff*, a premier FPV drone simulator (PC, PS4, & XBOX). (2018)
 - **Broadcast Credit:** *Ancient Aliens* ("Resurrecting Puma Punku" S20 E20), History Channel (2024)
 - **Role:** 3D Artist (Theory Presentation Team)
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TECHNICAL PROFICIENCIES

- **3D Production:** 3D Modeling, Texturing, Lighting, Rendering, Compositing, Post-Production, Motion Graphics, VFX
 - **Real-Time & Immersive:** Unity3D, Unreal Engine, TwinMotion, VR/AR Development, Fulldome & CAVE Development
 - **CAD & Fabrication:** SolidWorks, Fusion 3D, Mechanical Design, 3D Printing (10+ years)
 - **Asset Acquisition & Optimization:** Photogrammetry, Laser Scanning, UAS/Drone Operations
 - **Software Suites:** Adobe Creative Cloud, Autodesk Maya, Substance Painter/Designer
 - **AI Technologies:** Proficient in major AI platforms and tools for workflow optimization (ChatGPT, Claude, Gemini, Veo, Meshify, etc.)
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CERTIFICATIONS

- **FAA Part 107 Remote Pilot Certification** (2018)
 - **SolidWorks CSWA (Certified SOLIDWORKS Associate)** (2019)
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PUBLICATIONS & PRESENTATIONS

- Kobitz, A. (2018). *Second Best*. (Master of Fine Arts thesis). Ball State University, Muncie, IN. Available from <https://cardinalscholar.bsu.edu/items/6f9ed59f-9f55-4e1a-bc1f-296673623cf3>