

# ADAM HORVATH LEMON



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<http://www.youtube.com/lemonvox>

## SCHOOLS

1999 - 2004 Moholy-Nagy University of Art and Design, Budapest - video faculty  
Qualification: Designer in Visual Communication Arts (MA)  
1998 - 1999 Eventus Art and Business School, Eger - video faculty  
1994 - 1998 Secondary Art School, Győr - sculptor faculty  
Qualification: Sculptor (NQR)

## CAREER HISTORY

2011 - 2012 **Twisted Tribe**  
<http://www.nadirim.com/>  
Nadirim  
Browser-based MMORPG  
motion graphic design, 2D animation, game FX

2011 **Art Mafia / Bose Collins**  
<http://www.artmafia.hu/>  
Nespresso  
Brand video  
motion graphic design, compositor

2010 - **Digital Reality**  
<http://www.digitalreality.hu/>  
Nadirim  
Free browser-based MMORPG  
intro director and compositor

2010 - **Ministry of Animation**  
Oscar the Balloonist  
2D cartoon serie  
compositor

2009 - 2010 **Corvinus 3D Anim**  
Alexander Newsky - Prince of the Icefield  
3D animation pilot  
assistant of director, compositor

2008 - 2009 **HumanSoft**  
<http://www.humansoft.com>  
Stormhawks  
Nintendo Wii, prototype  
lead designer. GUI artist

2008 - **Vestra Games**  
<http://www.vestragames.com>  
Party POP  
Nintendo Wii, prototype  
music and sound designer  
Arsenal of Freedom  
X360/PS3/PC, realtime tactical, prototype  
user interface, character concept art

2005 - 2008 **Stormregion**  
[www.stormregion.com](http://www.stormregion.com)  
Mythran Wars  
Sony PSP, turn based strategy, Deep Silver 2009  
Cinematic Team Lead  
directing, compositing and editing of render cutscenes and on location shots, trailers and teasers  
Codename: Panzers - Cold War  
PC, RTS, Atari 2009  
directing, compositing and editing of render cutscenes, trailers and teasers, level design, motion capture actor  
Rush for the Berlin  
PC, RTS, Paradox 2007  
directing and editing of in-game cutscenes, trailers and teasers, cutscene map design, motion capture actor  
Rush for Berlin  
PC, RTS, Paradox 2006  
directing and editing of in-game cutscenes, trailers and teasers, cutscene map design, motion capture actor

1998 - **PC Dome online magazine**  
[www.pcdome.hu](http://www.pcdome.hu)  
editor, web designer  
reviews of gaming and graphic software, site layout and design

1998 - **iDome**  
[www.i-dome.hu](http://www.i-dome.hu)  
web designer  
concepting full site structures, web design, online and offline advertisements

#### TEAM EXHIBITIONS

- 2000 Budapest, Duna Gallery
- 1998 Győr, National Theatre  
Győr, City Library
- 1997 Győr, Napoleon House  
Kaposvár, Rippl-Rónai Gallery
- 1996 Győr, Arany Gallery

#### FILM FESTIVALS AND SCREENINGS

- 2004 Budapest, Gödör Klub. Premiere of Tér és Idő video and Dublin Tour '04
- 2002 Budapest, Open Film Festival. Best Special Effects for Jedi Shop
- 2001 Bilibáncs
- 2001 Szigetvár
- 1999 Berlin, Student Media Festival
- 1998 Győr
- 1998 Budapest, Hungarian Student Filmfestival. Grand prize

#### MISCELLANEOUS

- 2009 "My 1st Reel" features in ComputerArts magazine (issue 161)
- 2009 "My 1st Reel" is Video Of The Day (22. jan.) on Xplsv.tv
- 2008 Nude band's music video was featuring in Hungarian MTV
- 2004 Music video shoot for Station with Zita Görög and Bono
- 2004 Score for short animation: A place to grow
- 2002 Best TV site award for Minimax.hu (Hullámvadász - Antenna Hungaria)
- 2001 Summer course - Acsa, Central Europe Light Workshop
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- 1999 Summer course - Taljándörög, Central Europe Light Workshop
- 1999 Shooting animations for Andras Szöke's movie "Mogyorók bejövetele"
- 1998 Summer course - Lenti, Central Europe Light Workshop
- 1998 Joining to the Central Europe Light Workshop
- 1998 Open-air sculpture at Kuopio Park, Győr
- 1997 Summer course - Lenti, Central Europe Light Workshop
- 1993 Acting at the Győr National Theatre for 2 years

#### SPOKEN LANGUAGES

- English Intermediate C
- German Basic A

#### COMPUTER WORKING KNOWLEDGE

Adobe After Effects, Adobe Premiere, Eyeon Fusion, Adobe Photoshop, Adobe Flash, 3D Studio MAX, Z Brush, FL Studio