

---

---

***I have** excellent communication skills, an inherent love of design both on-line and off-line, and an enthusiasm to help clients achieve their goals effectively.*

***I look** before I leap, and I love attention to detail. I can hold a pencil the right way up, sketch out an idea, plan a website, execute a strategy, and visualise a concept. I can animate on paper and on screen.*

***Whatever I** do I always bear the client and the budget in mind. I can lead a team and follow a brief, add the icing or lay the foundations.*

***Above all** I have an obsessive attention to detail and quality, what is there not to like about me?*

## WHAT?

**Social Media and Web**

**Mobile / iPhone development**

**Digital Campaign development**

**Visualisation and Animation**

**HTML / CSS / Flash**

**User Interaction**

**Computer Generated Imagery**

## HOW?

**Pencil and paper**

**Photoshop, Illustrator, InDesign**

**Keynote, Pages, Numbers**

**Dreamweaver, Flash**

**3D Studio Max**

**Sketchup**

**Maya**

**AGI** (2010 - present)  
Role: Head of Interactive  
Clients: Activision, Avon, BBC, Codemasters, Electronic Arts, ESPN, Lionsgate, L'Oreal, MGM, Microsoft, Paramount Pictures, Sony Group, Twentieth Century Fox, Ubisoft, Universal Pictures, Walt Disney Studios, Warner Home Video

**PHWT** (2008 - 2010)  
Role: Head of Digital Design  
Clients: Bayer, Berghaus, Calor Gas, Castrol, Continental, Ford, Jaguar, Landrover, Masterlease, Mazda, Mercedes, Merial, Subaru, Taylor Wimpey, Virgin Media

**Prior** (2001 - 2008) QBW  
Senior Digital Designer

(1999-2001) Bitmap Brothers  
Lead Artist and Animator

(1997-1999) Psygnosis  
PC and Console Artist

(1996-1997) Codemasters  
PC and Console Artist



**07941 213 449**

**[me@adamnorbury.com](mailto:me@adamnorbury.com)**

**[www.adamnorbury.com](http://www.adamnorbury.com)**

---

---