

ADAM ZEKE

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www.zekeadam.com

Education

- 2015 City University of Hong Kong, Run Run Shaw Creative Media Center
- 2014 - 2017 Moholy-Nagy University of Art and Design, Budapest (M.A., Media Design)
- 2011 - 2014 University of Applied Sciences, Budapest, (B.A., Photography)
- 2006 - 2011 Kós Károly Art High School, Debrecen (Graphics design)

Skills

Computer graphics

3DS Max, Cinema 4D, ZBrush, Houdini, Unity, Unreal, PhotoScan, TerraGen, Substance Painter, RealFlow, Photoshop, Illustrator, InDesign, CorelDraw, AfterEffects, Premiere, Resolume

Programming

Java, C#, C++, C, Python, Lua, Android, Arduino and other microcontrollers, VVVV, OpenFrameworks, Processing, JavaScript, HTML, CSS, AHK, Batch, Shell

Languages

English, Hungarian

Workplaces

- 2016 Freelusion, Budapest (Software developer and graphic designer)
- 2014 Pantone-Art, Debrecen (Photographer and graphic designer)
Freelancer (Photography, CGI, Interactive installations, Programming, New media)

Exhibitions, Works & Shows

- 2016 Live VJ show on Sziget festival
- 2016 Projection mapping show on the opening of Giuseppe Castiglione New Media Art Exhibition at City University of Hong Kong

- 2016 SUM, Budapest100, Budapest
- 2015 Search Space, in collaboration with Tobias Gremmler, CMC, Hong Kong
- 2014 SUM, Bálna, Budapest
- 2014 Selection, Gogol 9 Gallery, Budapest
- 2013 Amusement park, Budapest
- 2013 Second Stage, Hungarian House of Photography, Budapest
- 2010 Dividing lines, Community Center, Debrecen

Publications

- 2015 VRscout.com - An Out-of-Body VR Experience
- 2014 Fotóművészet (Photo art) magazine, Issue 2014.3/4, Budapest - Vanitas
- 2011 DiyPhotography.net - A non-existing man