

# ADAM RICHARD NELSON HUGHES

## ABOUT ME

Hey! My name is Adam, but you can call me Adam Richard Nelson Hughes. I am a low-key Artist and an Industrial Designer living and working in Washington, DC. I've been working at a creative agency called ISL for the past 3 years, designing and building sets, products, and experiences. I've worked on a wide range of projects inside and out of work. From Experiential marketing campaigns, pop-up shops and installations, set design and construction, to product design and fabrication.

## EXPERIENCE

**ISL — Industrial Designer** June 2014 – Present  
Digital Agency, Washington, DC

**Craig Kraft Studio — Studio Manager** 2013 – 2014  
Neon Light Artist, Washington, DC

**Freelance Art Installer** 2011 – 2013

- City Without Walls, Diptych, Tryptich and Multiples, Newark, NJ 2013
- City Without Walls, Metro 29, Newark, NJ 2012
- City Without Walls, Constructed Ambiguity, Newark, NJ 2012
- Governor's Ball Music Festival, Commissioned sculpture by Artist Joshua Knoblick, NYC 2012
- Solo(s) Project House, Der Fehler: You Write It In Your Hands, Newark, NJ 2012
- 229 Collective, Vulnerable, Brooklyn, NY 2012
- Gallery Aferro, Art Reaction, Newark NJ 2012
- Solo(s) Project House, Fountain Art Fair, New York, NY 2012

**Ferrous Research & Design — Sculptor's Assistant** 2011 – 2012  
Sculpture Studio, Newark, NJ

## EDUCATION

**Kean University** January 2013 Bachelor of Industrial Design, Minor Art History  
**Fashion Institute of Technology** May 2010, Continuing Education, Footwear Design and Construction

## SKILLS

**CAD & CAM, Woodworking, Rapid prototyping, 3D printing, Laser cutting/engraving**  
**Autodesk** [Fusion 360, ArtCAM, Remake, Slicer, AutoCAD]  
**Adobe** [Illustrator, Photoshop, Premiere, After Effects, Audition, InDesign]  
**Misc.** [VCarve Pro, Retina Engrave 3D, Sure Cuts A Lot Pro, Meshmixer, Ableton]  
**Currently Learning** [Cinema 4D, Processing, Arduino, AR studio]