Michael Milano
Senior 3D Artist | DoD & Aerospace Visualization
Active Secret Clearance | CompTIA Security+
CGmodeling.com | mike@CGmodeling.com | 845.705.625

EXPERIENCE	<u>Scientific Research Corporation (SRC)</u>: Charleston, SC. January 2018 – Present **Lead 3D Artist** ■ Architect 3D pipelines for Naval virtual training systems ■ Secure asset replication through 3D printing ■ Character modeling and design for commercial projects ■ 3ds Max and Unity pipelines for large scale projects ■ Unity UI, C# scripts for training applications ■ Video editing, web design, server maintenance ■ Training team members in 3D software and procedures <u>King Ice</u>: Charleston, SC (Remote). March 2017 – December 2017 **3D Jewelry Designer** ■ Designing and 3D printing for jewelry production <u>Kiz Studios</u>: Charleston, SC. July 2015 – February 2017 **Lead Character Artist** ■ Character modeling and texturing for games and cinematics ■ Lighting and rendering for promotional campaigns <u>City State Entertainment</u>: Fairfax, VA. September 2012 – July 2015 **Lead 3D Artist** ■ Setting up character and avatar pipelines ■ Character modeling, texturing and rigging <u>Kiz Studios</u>: Charleston, SC. February 2009 – September 2012 **Lead Character Artist** ■ Developing character pipelines ■ Prototyping characters through 3D printing <u>All Things Media</u>: Ramsey, NJ. September 2008 – January 2009 **3D/2D Artist** ■ Modeling and animating environments and characters ■ 2D animations for advertising <u>Kuma Reality Games</u>: New York, NY. June 2008 – September 2008 **3D Artist** ■ Character modeling and animation for games
EDUCATION	<u>Savannah College of Art and Design</u>: Savannah, GA Master of Fine Arts in Animation, *May 2008* GPA: 3.80 <u>Marist College</u>: Poughkeepsie, NY Bachelor of Science in Digital Media, *May 2005* Major GPA: 3.58
SOFTWARE	Unity, UE5, ZBrush, 3ds Max, Maya, Substance Painter, Marmoset, V-Ray, Adobe Suite, XGen

LANGUAGES	- English, *Primary* - Spanish, *Secondary*
CERTIFICATES	- CompTIA Security+ SY0-701, *December 2025* - AutoCAD, *March 2020* - SolidWorks, *March 2020*
SKILLS	**Core Capabilities** - DoD, aerospace and vehicle visualization - Unity-based training simulations 3D printing and additive manufacturing workflows - Mechanical and organic/character modeling - Production pipeline development - Training colleagues in 3D software **Texturing** - Optimized UV layouts for organic and hard-surface models - Substance Painter, ZBrush - PBR texture sets **AI** - Art assisted concept development and production efficiency - Code generation support for C#, HTML **Rigging** - Custom character and mechanical rigs **Animation** 3D asset animation for video and game production 2D digital animation **Look Development** - Concept layout for consistent production style **Unity Pipelines** - Optimizing models, materials libraries and lighting - Engine-ready custom rigs - Streamlining art deliverables **Digital Art** - Digital portraits and character design - Thumbnail sketches to finished works **Traditional Art** - Mixed media portraiture, figure drawing - Strong anatomical knowledge base .
FEATURES	ZBrush Central TOP ROW, 3D Total Gallery