

**Michael Milano** - 3D Artist

Secret Clearance

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<b>EXPERIENCE</b>	<p><u>Scientific Research Corporation (SRC)</u> - Charleston, SC. January 2018 – Present <b>Lead 3D Artist, Secret Clearance</b></p> <ul style="list-style-type: none"><li>■ Implementing 3D pipeline for commercial and DoD programs.</li><li>■ Look Development design for game production and multimedia content.</li><li>■ Substance Painter to Unity PBR workflow.</li><li>■ Training team members in 3D software.</li></ul> <p><u>King Ice</u> - Charleston, SC (Remote). March 2017 – December 2018 <b>3D Jewelry Designer</b></p> <ul style="list-style-type: none"><li>■ Designing characters and assets for jewelry design.</li><li>■ Preparing files for 3D printing and setting stones.</li></ul> <p><u>Kiz Studios</u> - Charleston, SC. July 2015 – February 2017 <b>Lead Character Artist</b></p> <ul style="list-style-type: none"><li>■ Character modeling and texturing for games and cinematics.</li><li>■ Lighting and rendering for promotional campaigns.</li></ul> <p><u>City State Entertainment</u> - Fairfax, VA. September 2012 – July 2015 <b>3D Artist</b></p> <ul style="list-style-type: none"><li>■ Setting up character and avatar pipeline.</li><li>■ Character modeling and texturing.</li><li>■ Rigging with CAT System in 3ds Max.</li><li>■ Promotional renders.</li></ul> <p><u>Kiz Studios</u> - Charleston, SC. February 2009 – September 2012 <b>Lead Character Artist</b></p> <ul style="list-style-type: none"><li>■ Developing character pipeline.</li><li>■ Character modeling and texturing.</li><li>■ Prototyping characters through 3D printing.</li><li>■ Promotional Renders.</li></ul> <p><u>All Things Media</u> - Ramsey, NJ. September 2008 – January 2009 <b>3D/Concept Artist</b></p> <ul style="list-style-type: none"><li>■ Environment modeling.</li><li>■ Character and concept designs.</li><li>■ CG animation for short films.</li><li>■ Flash design and animation.</li></ul> <p><u>Kuma Reality Games</u> - New York, NY. June 2008 – September 2008 <b>3D Artist</b></p> <ul style="list-style-type: none"><li>■ Character and environment modeling for games.</li><li>■ Character animation for games.</li></ul>
<b>EDUCATION</b>	<p><u>Savannah College of Art and Design</u>: Savannah, GA Master of Fine Arts in Animation (Spring 2008) GPA: 3.80</p> <p><u>Marist College</u>: Poughkeepsie, NY Bachelor of Science in Digital Media (Spring 2005) Major GPA: 3.58</p>

<b>SOFTWARE</b>	ZBrush, 3ds Max, Maya, Substance Painter, Marmoset, Unity, Adobe Suite
<b>SKILLS</b>	<p><b>Modeling</b></p> <ul style="list-style-type: none"> <li>■ Organic character modeling for games, cinematics and 3D printing.</li> <li>■ Mechanical modeling for DoD programs utilizing Unity.</li> <li>■ Training colleagues in 3D software and preparing modeling tutorials.</li> </ul> <p><b>Texturing</b></p> <ul style="list-style-type: none"> <li>■ Optimized UV layouts for organic and hard-surface models.</li> <li>■ Substance Painter PBR workflow.</li> <li>■ ZBrush sculpting and polypainting.</li> </ul> <p><b>Rigging</b></p> <ul style="list-style-type: none"> <li>■ Custom rigs for mechanical assets for cinematics and Unity.</li> <li>■ 3ds Max CAT system for characters and avatar systems.</li> </ul> <p><b>Animation</b></p> <ul style="list-style-type: none"> <li>■ Animating assets for video production.</li> <li>■ Animating for game production.</li> </ul> <p><b>Look Dev</b></p> <ul style="list-style-type: none"> <li>■ Lighting and rendering cinematics and promotional campaigns.</li> <li>■ Video and print production for presentations and multimedia content.</li> </ul> <p><b>Unity Dev</b></p> <ul style="list-style-type: none"> <li>■ Optimizing models, materials and lighting.</li> <li>■ Ensuring custom rigs and animations are engine ready.</li> </ul> <p><b>Artistic</b></p> <ul style="list-style-type: none"> <li>■ Traditional Portraiture, Figure Drawing, Anatomy.</li> <li>■ Digital Portraiture, Sculpting, Character Design.</li> </ul>
<b>FEATURES</b>	ZBrush Central TOP ROW, 3D Total Galleries, CGSociety Silver Medals
<b>REFERENCES</b>	<p><u><a href="#">Jacob Schieck</a></u> - Lead Developer at Kiz Toys</p> <ul style="list-style-type: none"> <li>■ jacobshieck@gmail.com</li> </ul> <p><u><a href="#">Anna Luu</a></u> - HR/Recruiter at City State Entertainment</p> <ul style="list-style-type: none"> <li>■ aluu@citystateentertainment.com</li> </ul> <p><u><a href="#">Kristian Millirons</a></u> - Lead Programmer at Kiz Toys</p> <ul style="list-style-type: none"> <li>■ kmillirons@kizstudios.com</li> </ul>