

Michael Milano - 3D Artist

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<p>EXPERIENCE</p>	<p><u>Scientific Research Corporation</u> - Charleston, SC. January 2018 – Present 3D Artist/Government Contractor</p> <ul style="list-style-type: none"> • Designing 3D assets for Defense and Cyber-Intelligence Programs • Creating and optimizing mechanical assets for Unity Development • Generating PBR textures with Substance Painter <p><u>King Ice</u> - Charleston, SC (Remote). March 2017 – December 2018 3D Jewelry Designer</p> <ul style="list-style-type: none"> • Designing characters and assets for jewelry design • Preparing files for 3D printing and setting stones <p><u>Kiz Studios</u> - Charleston, SC. July 2015 – February 2017 Lead Character Artist</p> <ul style="list-style-type: none"> • Character modeling and texturing for games and cinematics • Lighting and rendering for promotional campaigns <p><u>City State Entertainment</u> - Fairfax, VA. September 2012 – July 2015 3D Artist</p> <ul style="list-style-type: none"> • Setting up character and avatar pipeline • Character modeling and texturing • Rigging with CAT System in 3ds Max • Promotional renders <p><u>Kiz Studios</u> - Charleston, SC. February 2009 – September 2012 Lead Character Artist</p> <ul style="list-style-type: none"> • Developing character pipeline • Character modeling and texturing • Prototyping characters through 3D printing • Promotional Renders <p><u>All Things Media</u> - Ramsey, NJ. September 2008 – January 2009 3D/Concept Artist</p> <ul style="list-style-type: none"> • Environment modeling • Character and concept designs • CG animation for short films • Flash design and animation <p><u>Kuma Reality Games</u> - New York, NY. June 2008 – September 2008 3D Artist</p> <ul style="list-style-type: none"> • Character and environment modeling for games • Character animation for games
<p>EDUCATION</p>	<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>

SOFTWARE	ZBrush, 3ds Max, Maya, Substance Painter, Unity, Adobe Suite
SKILLS	<p>Organic and Hard Surface Modeling for:</p> <ul style="list-style-type: none">• Games• Cinematics• 3D Printing• Jewelry Design• Resin Kits• Architecture• Injection Molding <p>Other Skills</p> <ul style="list-style-type: none">• Texturing• Lighting and Rendering• Compositing/Video Editing• 2D/3D Animation• CAD Design• Website Design• Graphic Design• Concept Design• Figure Drawing, Fine Art
FEATURES	ZBrush Central TOP ROW, 3D Total Galleries, CGSociety Silver Medals
REFERENCES	<p><u>Jacob Schieck</u> - Lead Developer at Kiz Toys</p> <ul style="list-style-type: none">• jacobshieck@gmail.com <p><u>Anna Luu</u> - HR/Recruiter at City State Entertainment</p> <ul style="list-style-type: none">• aluu@citystateentertainment.com <p><u>Kristian Millirons</u> - Lead Programmer at Kiz Toys</p> <ul style="list-style-type: none">• kmillirons@kizstudios.com