

Michael Milano - 3D Artist

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<p>EXPERIENCE</p>	<p><u>Scientific Research Corporation (SRC)</u> - Charleston, SC. January 2018 – Present</p> <p>Lead Artist/DoD Contractor</p> <ul style="list-style-type: none"> ■ Implementing 3D pipeline for commercial and DoD programs. ■ Look Development design for game production and multimedia content. ■ Substance Painter to Unity PBR workflow. ■ Training team members in 3D software. <p><u>King Ice</u> - Charleston, SC (Remote). March 2017 – December 2018</p> <p>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</p> <p>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</p> <p>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</p> <p>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</p> <p>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</p> <p>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, Marmoset, Unity, Adobe Suite
SKILLS	<p>Modeling</p> <ul style="list-style-type: none"> ■ Organic character modeling for games, cinematics and 3D printing. ■ Mechanical modeling for DoD programs utilizing Unity. ■ Training colleagues in 3D software and preparing modeling tutorials. <p>Texturing</p> <ul style="list-style-type: none"> ■ Optimized UV layouts for organic and hard-surface models. ■ Substance Painter PBR workflow. ■ ZBrush sculpting and polypainting. <p>Rigging</p> <ul style="list-style-type: none"> ■ Custom rigs for mechanical assets for cinematics and Unity. ■ 3ds Max CAT system for characters and avatar systems. <p>Animation</p> <ul style="list-style-type: none"> ■ Animating assets for video production. ■ Animating for game production. <p>Look Dev</p> <ul style="list-style-type: none"> ■ Lighting and rendering cinematics and promotional campaigns. ■ Video and print production for presentations and multimedia content. <p>Unity Dev</p> <ul style="list-style-type: none"> ■ Optimizing models, materials and lighting. ■ Ensuring custom rigs and animations are engine ready. <p>Art</p> <ul style="list-style-type: none"> ■ Traditional Portraiture, Figure Drawing, Anatomy. ■ Digital Portraiture, Sculpting, Character Design.
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