



Michael Milano - 3D Artist, Engineer

Secret Clearance

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<p>EXPERIENCE</p>	<p>Scientific Research Corporation (SRC) - Charleston, SC. January 2018 – Present <i>Lead Artist/DOD Contractor</i></p> <ul style="list-style-type: none"> ■ Implementing 3D pipelines for commercial and DOD programs. ■ Modeling and preparing 3D print files, running printers. ■ Creating scalable Virtual Trainer projects in Unity. ■ Unity UI, project dev and script implementation. ■ Training team members in 3D software. <p>King Ice - Charleston, SC (Remote). March 2017 – December 2018 <i>3D Jewelry Designer</i></p> <ul style="list-style-type: none"> ■ Designing and 3D printing for jewelry production. <p>Kiz Studios - Charleston, SC. July 2015 – February 2017 <i>Lead Character Artist</i></p> <ul style="list-style-type: none"> ■ Character modeling and texturing for games and cinematics. ■ Lighting and rendering for promotional campaigns. <p>City State Entertainment - Fairfax, VA. September 2012 – July 2015 <i>3D Artist</i></p> <ul style="list-style-type: none"> ■ Setting up character and avatar pipeline. ■ Character modeling, texturing and rigging. <p>Kiz Studios - Charleston, SC. February 2009 – September 2012 <i>Lead Character Artist</i></p> <ul style="list-style-type: none"> ■ Developing character pipeline. ■ Prototyping characters through 3D printing. <p>All Things Media - Ramsey, NJ. September 2008 – January 2009 <i>3D/Concept Artist</i></p> <ul style="list-style-type: none"> ■ Modeling and animating environments and characters. <p>Kuma Reality Games - New York, NY. June 2008 – September 2008 <i>3D Artist</i></p> <ul style="list-style-type: none"> ■ Character modeling and animation for games.
<p>EDUCATION</p>	<p>Savannah College of Art and Design - Savannah, GA Master of Fine Arts in Animation, <i>May 2008</i> GPA: 3.80</p> <p>Marist College - Poughkeepsie, NY Bachelor of Science in Digital Media, <i>May 2005</i> Major GPA: 3.58</p>
<p>LANGUAGES</p>	<ul style="list-style-type: none"> ■ English, <i>Primary</i> ■ Spanish, <i>Secondary</i>

CERTIFICATES	<ul style="list-style-type: none"> ■ AutoCAD Level 2, <i>March 2020</i> ■ SolidWorks, <i>March 2020</i>
SOFTWARE	Unity, 3ds Max, Solidworks, Maya, ZBrush, Substance Painter, Marmoset, Adobe Suite
SKILLS	<p>Modeling</p> <ul style="list-style-type: none"> ■ Mechanical modeling for DOD programs utilizing Unity. ■ Re-engineering classified product measurements from photographs. ■ Organic character modeling for games, cinematics and 3D printing. ■ Training colleagues in 3D software and preparing modeling tutorials. <p>3D Printing</p> <ul style="list-style-type: none"> ■ Assembling and running printers. ■ Generating models and G-Code for prints. ■ Slicing and fitting parts for manual or magnetized assembly. <p>Unity Dev</p> <ul style="list-style-type: none"> ■ Optimizing models, materials and lighting for Virtual Trainers. ■ Ensuring custom rigs and animations are engine ready. ■ UI, scalable project settings, script implementation. <p>Texturing</p> <ul style="list-style-type: none"> ■ Optimized UV layouts for organic and hard-surface models. ■ Substance Painter/Marmoset PBR, ZBrush 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 and game production. <p>Look Dev</p> <ul style="list-style-type: none"> ■ Image and video rendering promotional campaigns. <p>Traditional</p> <ul style="list-style-type: none"> ■ Graphite and charcoal portraiture, figure drawing. ■ Strong anatomical knowledge base.
AWARDS	ZBrush Central TOP ROW, 3D Total Galleries, CGSociety Silver Medals