

Michael Velasquez
www. MVELASQUEZ .com
velasquezmike@gmail.com | 602-373-2888

Summary

I specialize in real-time high and low poly character modeling, texturing, efficient unwrapping, rigging and animation. I have advanced knowledge in Autodesk 3ds Max, Adobe Photoshop, Maxon BodyPaint 3D, Nevercenter Silo, Skymatter Mudbox, Pixologic Zbrush, and Unreal Editor 2.

Related Work Experience

- Neversoft Entertainment: Junior Character Artist Oct 2007-Present
Creating humanoid assets from scratch and re purposing existing assets for further use. Gained experience with Xbox360 devkit.
- Liquid Development: 3D/2D Freelance Artist Jan 2007-Oct 2007
Creating character assets according to engine specifications, adhering to deadlines and art direction.
- The Art Institute of Phoenix: Student Tutor Oct 2005-Sept 2007
Tutoring fellow students in 3ds Max and Photoshop regarding modeling, texturing, lighting, rendering, and animating.

Related Volunteer Experience

- Uplink Studios: 3D/2D Artist Oct 2006-Jan 2007
Produced conceptual drawings for various assets, clean efficient unwrapping for hard surface meshes, and high resolution texturing for real-time assets.
- Black Widow Games: 3D/2D Artist Oct 2006-Dec 2006
Textured NPC characters according to art direction.
- The Matrix: Unplugged Mod: 3D/2D Artist Jan 2003-2005
Created several player models for a Matrix themed modification for "Jedi Academy". Rigged player models according to engine requirements, imported all player models into the game engine, and provided quality assurance.

Education

- The Art Institute of Phoenix: Sept 2007
Bachelor of Arts in Game Art and Design

