Michael Bakerman
3D Artist

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QUALIFICATIONS

- Commercial and Freelance Experience **–** Games / Simulation, Animated Film, Advertising
- Proficient in High and Low-Poly pipelines for 3D characters, props, and environment assets.
- Collaborated on teams between 3-20 people **–** 6-12 month projects, and rapid-prototyping.
- Worked on a variety of games **–** First-Person Shooters, 3D Platformer, iOS / Social / Web-Based games.
- Flexible in matching realistic and fantasy-based art-styles.
- Software Knowledge: Maya, 3ds Max, ZBrush, Photoshop, xNormal, 3DCoat, Substance Designer, Quixel, Unreal Engine, MotionBuilder, Morpheme, Unity, CryEngine, VBS2 Dev Kit

PROFESSIONAL EXPERIENCE

Freelance 3D Artist / Concept Artist, Yamo Studios – Games   (Aug. 2015 – Present)
Project "Finale" (PC, Unity 5)– unannounced indie video game

- Concept and design characters and environments.
- 3D model, texture, rig, and integrate characters into Unity using Maya, Zbrush, Photoshop, 3DCoat, Substance Designer, Quixel, and Mixamo.

3D Artist, Intelligent Decisions – Games and Simulation for training   (Sept. 2011 – Jul. 2015)
Titan – (PC, Titan) Development work on 3D game/simulation & training engine.

- 3D modeled a weapon model for a demo, utilizing physically-based rendering shaders.
- Created animation trees and networks for characters in Titan game engine using NaturalMotion Morpheme and Motionbuilder.

Street Market game-level (PC, Unreal Engine 3) – 3D game environment resembling a real-world location for a First/3rd-Person tactical FPS game.

- Concepted, 3D modeled, textured, and integrated multiple 3D characters and modular environment props using 3ds Max, ZBrush, Photoshop, and Unreal Engine.
- Created custom material shaders in-engine for multiple assets.
- Created custom particle FX in Unreal Cascade for explosions and rifle muzzle smoke, and created bullet holes and water puddle shaders in-engine.

Dismounted Soldier Training System (PC, CryEngine 3, Unreal Engine 3) – 3D Tactical FPS game 3D Modeled and textured military weapons and sights to exact dimensions using 3ds Max and Photoshop.

- Rigged and animated weapons, created first-person arms animations, and integrated models, materials, and script files in-engine.
- Cleaned up and retargeted outsourced animation data for custom characters in Unreal using Motionbuilder and 3ds Max. Also created custom animation trees in Unreal.

VBS2 Training Environments (PC, VBS2 1.5) – 3D real-world buildings and houses for FPS games for training.

- 3D Modeled, textured, and integrated multiple enterable houses and buildings using 3ds Max, Photoshop, Oxygen, and VBS2.

Freelance 3D Artist, Night Agency - Marketing and Advertising   (May 2014 – Aug. 2014)

- Concepted and sculpted 3D character using Maya, ZBrush, and Photoshop. Assisted in researching and integration for successful 3D printing capability of final product.
- Established art pipeline for speed-sculpting over 30+ celebrity 3D-printable character heads in Zbrush using generated texture data from FaceGen.
- Rendered beauty-shots and stylized footage for promotional videos, and supported design efforts using ZBrush and Blender.

3D Modeler / Concept Artist, FIEA - Student team game projects   (Sept. 2010 – Aug.2011)
Nexus (PC) – 3D Action/Adventure Platformer game using Unreal Engine. Developed in 6 MThs by 14 students.

- 3D Modeled and textured characters, and concepted, 3d Modeled, and textured multiple environment assets using Maya, ZBrush, and Photoshop.
- Set-Dressed large-scale environments and assisted with in-game lighting and materials creation.

Sprites Vs. Spriggans (iOS Phone) – 2D Action/Puzzle game. Rapid prototype (2 weeks) made by a team of 5.
- Designed and animated 2D character and prop sprites in Photoshop. Painted BG environments and title/menu screens in Photoshop.

MINOR SKILLS
Character Rigging, Set Dressing, 3D Animation, Matte Painting, Concept Design, Digital Painting, Storyboarding, Real-time/Animated Film Lighting, Compositing, Technical Drawing, Technical Writing
Experienced with Windows/Mac OS, and Perforce/SVN servers.

EDUCATION
University of Central Florida - Orlando, FL   **B.A in Digital Media**
Aug. 2006 – May 2010
Florida Interactive Entertainment Academy - Orlando, FL   **M.S in Interactive Entertainment** (Game Art/Design Track)
Aug. 2010 – Dec. 2011

*Recommendations available upon request