

# M I C H A E L P A R K E R

www.i3dom.com  
07793750151  
mikey0040@hotmail.co.uk  
(UK)

## 3D Artist Assets & Environments

I am a masters graduate in games art and I have 2+ year games industry experience as a 3D artist. I have high ambitions working in the industry and build upon my skills as an artist to a professional standard.

My main expertise is using the 3D modelling software "**Modo**" and I have extensive experience with this application when it comes to modelling hard surface models and animating them. I also have a good understanding of other gaming applications such as "**UE4**" and "**Unity**", particularly in creating cut scene sequences. I also have extended knowledge in other 3D modelling applications such as "**3Dsmax**" & "**Maya**" should you need me to work with your software licence's.

### Technical Skills

**Modelling** - Hi / Low polygon modelling for assets and environments, with some experience in sculpting with "**Zbrush**"

**Animation** - I have experience with rigging and painting skin weights for characters / vehicles to be used inside games engine. I have animated walk cycles, lip syncing, camera paths and particle effects.

**Texturing** - I currently use "**Substance Painter**" to texture my 3D models for the best PBR results and I have used "**Substance Designer**" to create tile able textures for optimal performance.

**Games Engine** – Good understanding of level design and creating cinematic cut scenes. Knowledgeable at importing assets along with textures and animated rigs into a project, I also have experience setting up scenes with a modular setup along with dynamic / static lighting and master / instanced materials.

### Projects

**Salvaged** – (*Opposable Group*) This is a sci-fi space strategy game which was released on the Steam Store. I was tasked with creating the environments and props using 3Dsmax and Unity within a time frame of about 6 months. The environments were to be modular as well as use a atlas texture map to be optimized as much as possible for VR mode.

**Adventure Time: I see Ooo VR** – (*Opposable Group*) This was a commission from Cartoon Network to create a children's VR mobile game based upon the popular television series. The game has a toon style look, using exaggerated features and toon cel shaders using the Unity engine. This had to be optimized for mobile VR by using an atlas texture map and low poly models to hit the 90 fps mark.

**Qualification** - "University of Hertfordshire" - MA Games Art  
Grade - *Commendation*

2011-2013