

# Mic Marvin

Technical Artist / 3D Generalist

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## OBJECTIVE

Professional Video Game Developer looking for work as a technical 3D artist.

## SKILLS

- Autodesk Maya
- 3D Studio Max
- Adobe Photoshop
- Unity Experience
- Scripting
- Technical Writing
- Hard Surface Modeling
- Organic Modeling
- Character Rigging

## EXPERIENCE

**3D Generalist** *Contract Work* *Nov 2012 – Present*

Currently working on an independent adventure game. Modeled and implemented huge terrain environment. Web production work on both frontend and backend to create the user interface.

**Technical Artist** *WB Games* *Jan 2009 – Oct 2012*

Rigged and skinned 3D art assets. Developed working procedures and pipeline for the art team. Wrote and maintained scripts for animators and character artist.

**3D Character Artist** *Doppelganger* *March 2007 - Jan 2009*

Maintained all character assets which entailed modeling and texture creation for both male and female characters along with their ancillary prop items.

**Project Octopus** *Senior Collaborative Project* *Sept - Dec 2006*

Created team website, digital 3D props and environments for *Half-Life 2* game modification *Project Octopus*.

**Cel-Shading** *Non-Profit 3D Community* *2004 - 2013*  
*(now defunct)*

Created, supported, and provided free web hosting, e-mail, and other Internet services for digital artists.

## EDUCATION

*Academy of Art University (San Francisco, CA)* *2003 - 2006*

**Bachelor of Arts in Visual-Effects and Animation**

*Saddleback College (Mission Viejo, CA)* *Jan 2000 - June 2002*

**Coursework in Computer Graphics and Art**

*New Horizons Computer Learning Center (Santa Ana, CA)* *July 2000*

**Certificate of Completion in Macromedia Flash**

*New Horizons Computer Learning Center (Santa Ana, CA)* *June 2000*

**Certificate of Completion in Advanced Illustrator**