

Mike Williams

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Software

Autodesk Maya, Autodesk 3DS Max, Autodesk Mudbox, Substance Painter, Unreal Engine 4.27 / 5, Pixologic Zbrush, Adobe After Effects CC, Adobe Creative Suite CC (Photoshop and Illustrator)

Skills

3D Modeling (Environment, Vehicle, Prop and Character) UV Mapping, Texture Mapping, Materials, Lighting, Animation, Rigging, Dynamics, and Particle Simulation and Rendering. Game engine world building, asset integration and optimization, materials/textures, lighting, post production and VR setup for simulation.

Professional Work Experience

MPC / Technicolor

May 2022 - Present

Lead Virtual Art Department Artist (VAD) / Senior Pre-Vis Artist

Senior VAD Artist - Environments and world building in Unreal Engine 4.27/5.0. Geometry prep and optimization of all assets and environments for Virtual Production as it relates to current production, LED/Volume/Stage.

Work with and edit Environments, Assets, Materials, Texture, Lighting, Post Process, Sequences and optimization.

Senior asset modeler for feature film visualization and post visualization. Create efficient models for environments, characters, vehicles and props. Specializing in optimization of assets and shader pipelines for use in and out of game engines. Rigging of assets, materials and textures, lighting, rendering and presentation of all elements and assets / environments.

BlueHalo / Aegis Technologies Group

Aug 2020 - May 2022

Senior Asset Artist / Unreal Artist / PreViz Artist

Senior asset modeler for visualization and simulation content creation for U.S. Military and Government contracts. Create efficient models for environments, vehicles and props. Specializing in optimization of assets and material pipelines for use in and out of game engines. Materials and textures, lighting, rendering and presentation of all elements and assets / environments.

Senior Game Engine Artist - VR setup / VR optimization of all assets and environments in Unreal Engine for Visualization/ Simulation and AR needs.

Digital Domain

Jan 2020 – May 2020

Senior Asset Artist / PreViz Artist

- Spiderman "No Way Home" 2021
- PUBG - Commercial 2020

Senior asset modeler for feature film visualization and post visualization. Create efficient models for environments, characters, vehicles and props. Specializing in optimization of assets and shader pipelines for use in and out of game engines. Materials and textures, lighting, rendering and presentation of all elements and assets / environments.

Senior VAD (Virtual Art Department) Artist - VR setup / VR optimization of all assets and environments in Unreal Engine for Film, Virtual Production, ride attractions and AR needs.

The Third Floor Inc.

Jun 2017 – Dec 2019

Senior Asset Artist

- The Mandalorian Season 1&2 (Episodes 1-16) Lucas Film, Disney 2019
- Infinite - Paramount Pictures 2021
- Godzilla vs. Kong - Legendary Films 2021
- Doolittle - Universal Pictures 2021
- Captain Marvel - Marvel Studios 2021,
- Detective Pickachu - Legendary Films 2019,
- Christopher Robin - Disney 2018,
- Skyscraper - Legendary Films 2018
- The Christmas Chronicles - Netflix 2018, 2020 Toyota Supra "Wizard" Superbowl Commercial - Framestore 2019, Gears of War 5 - "Kait Broken Trailer" - A52 2019

Senior asset modeler for feature film visualization and post visualization. Create efficient models for environments, characters, vehicles and props. Specializing in optimization of assets and shader pipelines for use in and out of game engines. Rigging of assets, materials and textures, lighting, rendering and presentation of all elements and assets / environments.

Senior VAD Artist - VR setup / VR optimization of all assets and environments for ride attractions, Virtual Production and AR needs.

DKGlobal, Inc. (Contract)

2017 - 2017

Creative Director / Producer

Creative direct team with all Medical, Forensic and Reconstruction animations. Art Direction for advanced and more technical driven Forensic 3D Animation.

Ensure all projects are delivered on time and under budget. Manage and direct client feedback to team while documenting all processes for production with companies proprietary based software.

Technical Direction for Autodesk Maya and 3DS Max programs. Render diagnostics and pipeline to incorporate new software trends and industry trends as needed.

Manage art department and assist lead and senior artist when needed on advanced projects and production pipeline.

Saatchi and Saatchi Los Angeles (Contract)

2016 – 2017

Senior Technical Artist and Vehicle Modeler

Senior Modeler for various model year Toyota, Lexus and Scion vehicles. Vehicle re-topology / resurface for use in advertising and distribution nationwide. Prepare CAD data for lighting and materials

VR setup for Toyota projects, vehicle optimization, uv and shader optimization for engine. World building, vehicle and environment materials, lighting and VR optimization.

Art Institute of California Inland Empire and Los Angeles

2006 – 2016

Lead Full Time Instructor Media Arts and Animation, Game Art and Design and Interior Design

Intro, Intermediate and Advanced Level classes in 3D Modeling, UV Mapping, Texture Mapping, Materials, Lighting, Animation, Rigging, Dynamics, and Particle Simulation and Rendering.

Team production classes, 12-30 students all working to complete a game in 3-6 months. Completed and shipped over 30 titles for multiple delivery formats online.

Lead Senior portfolio faculty for all portfolio classes.

Norco College (Riverside Community College District - RCC)

2009 – 2016

Senior Game Art and Computer Information Systems Faculty

Instruct classes in Autodesk Maya 2016 and Adobe Creative Cloud

Lecture classes on Game Art Development, Game Design and Theory and Dynamic Simulations.

Autodesk, Inc.

2007 – Present

Autodesk 3DS Max, Autodesk Maya Certified Instructor

As a member of the Professional Instructor Community (PIC) I work directly with Autodesk and other certified instructors on new software updates and industry trends and changes.

DKGlobal, Inc. (Contract)

2012 – 2013

Consulting Art and Technical Director

Art Direction for advanced and more technical driven Forensic 3D Animation and Rendering

Technical Direction for Autodesk Maya and 3DS Max programs. Render diagnostics and file structure.

Manage art department and assist lead and senior artist when needed on advanced projects and production pipeline.

UCLA (University of California Los Angeles)

2006 – 2009

Part Time – Film and Animation Faculty

Instruct classes in Autodesk Maya and Adobe After Effects

Lecture classes on History of Film and Language, Animation and Visual Effects

Climax Group Inc. Los Angeles (Konami, THQ, Midway, SCEA)

2005 – 2006

2D/3D Artist and Designer

3D Environment Artist – Modeled, UV Mapped, Texture Mapped and Lighting of Environments for “Silent Hill Origins PSP”, “Atv Offroad Fury 3+4 PS2”, “MotoGP 06 Xbox360”

User Interface Artist – Designed layout, Branding, Logos, Packaging and User Interface Design for “Silent Hill Origins PSP”, “Silent Hill 5 Homecoming PS3”, “Steel Horizons PSP, DS”, “Mortal Combat Unchained PSP Port”, “Oblivion Elder Scrolls PSP Port”

Schmidt Consulting and Pre Viz

2005 - 2006

Project Manager, Design Director and Senior 3D Artist

Senior Designer and 3D Artist for all corporate branding and design for firm

Senior 3D Artist for all Photo Real Pre-Viz Rendering for clients, both Interior and Exterior projects. Implemented AutoCAD Floor plans into 3DS Max for Rendering and Project presentations for clients. Created Furniture, Lights and all other needed effects for projects.

Education and Training

Master of Fine Arts, Game Art and Design (High Honors Graduate), 2015

Academy of Art University, San Francisco

Bachelor of Science, Media Arts and Animation (Honors Graduate), 2004

The Art Institute of California, Los Angeles

Autodesk University, 2007 / 2008

Autodesk Certified Instructor Program

References Available Upon Request