



MICHAEL SILK

ARTIST

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206.718.2026

Objective To work as an Artist in the Game Industry.

Qualifications

- Proficient with Maya, XSI, Photoshop, Zbrush, Mudbox, Crazybump, Renderman, Mental Ray, After Effects, Unreal Tournament 2004 Engine
- Adept at modeling, texturing, animation and technical direction
- Fine art experience in a variety of media with exhibition credits
- Experience working with Python, Mel, HTML and Java

Work & Academic Experience

Artist June 2008 to Aug. 2009
 Factor 5 LLC, San Rafael, CA / Whiteharvest LLC, Navato, CA
 Create levels from concept. Static meshes created in Maya. Color and Illuination maps created in Photoshop. Normal maps created in zbrush, Photoshop and Crazybump. Lighting and effects composed within the Factor 5 game engine. Other tasks included updating colormaps with ambient occlusion using XSI and Photoshop and optimization of existing assets and levels.

Teacher's Assistant Jan. 2008 to June 2008
 Ex'pression College for Digital Arts, Emeryville, CA
 Instructed students within the field of dynamic simulation and animation. Simulations include rigid bodies, particles, soft bodies, ncloth, fur, hair and fluid effects. Dynamics and Animation done in Maya.

3-D Animator Aug. 2007
 Rex Ray Films: The Day My Soul Became A Star, Santa Monica, CA
 The film was a short children's story. Animated the "soul" flying over Hawaii. Animation done in Maya. The film was reviewed by the Academy of Motion Picture Arts and Sciences for nomination in the 2007 short film category.

Project Lead May 2007
 Game Production Class, Ex'pression College for Digital Arts, Emeryville, CA
 Project manager for the recreation of the Timberline Lodge for the Unreal Tournament 2004 Game Engine. Static meshes created in Maya. Textures created in Photoshop.

Additional Experience

Accountant Jan. 2006 - Dec. 2007
 Ratcliff Architects, Emeryville, CA
 Assisted with project accounts, accounts payable and accounts receivable.

Model Designer 2003
 Stuart Silk Architects, Seattle, WA
 Designed models for private residences from blueprints.

Education

Ex'pression College for Digital Arts, Emeryville, CA 2008
 Bachelor of Applied Science in Animation and Visual Effects

Whitman College, Walla Walla, WA 2005
 Bachelor of Arts in Physics

University of Edinburgh, Edinburgh, Scotland 2003
 Study abroad Program

Reference Provided upon request.