

Michael Alexander Medina

MichaelMedina3D.com

(347)387-6159

Summary

Game environment and prop artist with 4 years of experience as a QA Tester. Focused on delivering high quality visuals within the constraints of the project with a passion for making the assets shine.

Technical Skills

- Autodesk Maya
- Texturing done in Photoshop, Substance Painter, Substance Designer
- High poly to low poly baking done in Substance Painter, Xnormals, Maya
- Comfortable working in UDK, Unreal Engine 4, and Unity 5
- Strong work ethic and dedicated team member with 4 years of production pipeline experience
- Experience creating high poly sculpts in Z-Brush and retopologizing/UVing the mesh within Zbrush for export to Maya
- Extensive production experience gained by working jointly with team members across multiple disciplines using Agile Development

Game Projects

Hyper Syntax Team Size: 12 January - May 2015

Environment and Ship artist

- Worked alongside level designers to create the Grid and Volcano stages
- Created all of the ship models used in the game

Disgruntled Employee Destruction Team Size: 4 October - November 2014

Lead artist

- Created the art style for the game and met with designers to help bring their vision to life

Elemental Ascension Team Size: 6 January - March 2014

Lead environment artist

- Led two other artists and defined the art style of the game. Created 3D assets for the levels and did concept art for everything in the game

Education

Champlain College – Burlington, Vermont

BS: Computer Game Art and Animation, Graduation date: May 2015

Completed coursework includes: Senior game production, Advanced Seminar for game environments, 3d Modeling 1 and 2.