

Michael Jake Carter

3D Modeler, 3D Print Expert & Texture Artist

Portfolio Website: Michaeljakecarter.com

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Education:

2013-2017

Academy of Art University

San Francisco, Ca

- Bachelor of Fine Arts – 3D Modeling.

2D/3D Art Software Skills:

- Autodesk Maya (3D Modeling, Prototyping, Block-out Assets, Animation, UV Mapping, Materials)
- EnRoute (Setup/Create 2D Files & 3D Models for CNC Routing)
- ZBrush (Modeling, Prototyping, Block-out Assets, Sculpting)
- Adobe Photoshop (Concept Art, 2D Game Art, Hand-painted & Photorealistic Texture Creation)
- Adobe Illustrator (Vector Art & Concept Art)
- 3D-Coat (3D Modeling, UV Mapping, Hand-painted & Photorealistic Texture Creation, Materials)
- Marmoset Tool Bag 2 & 3 (Turntable, Scene Creation)
- Substance Painter 2 (Hand-painted & Photorealistic Texture Creation, Legacy/PBR Materials)

Rendering Software Skills:

- Unreal 4 (Render 3D Models, Lighting Setup, Blueprint, Scene Creation)
- Marmoset Toolbag 2 (Render 3D Models for Mockups)
- Unity (Render 3D Models, Lighting Setup, Unity JavaScript, Scene Creation)
- Construct 2 (Visual Scripting, Scene Creation)

Work Experience:

Role: 3D Modeler, 3D Print Expert and Graphic Artist

Company: SoCal Visual Solutions

*My role at SoCal Visual Solutions is to design graphic art, 3D models and 3D prints to be used for dimensional advertising. Many of the projects I have worked on have ended up at trade shows, special events and amusement parks. My responsibilities are to create accurate and efficient 3D models to be used for mockups, 3D printing and CNC routing. My role requires me to work efficiently as possible on multiple projects to make short deadlines for multiple clients.

Role: 3D Modeler, 3D Print Expert and Graphic Artist

Company: Contract Work

*I have worked on multiple projects for clients which end up as part of beautiful dimensional advertising and display pieces. These projects range from 3D modeling, 3D printing and creating graphic art. Most projects required me to create vector art then 3D model for either mockups or 3D printing/CNC routing.