

MICHAEL J BIEREK

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☎ (760)285-6396

📍 San Francisco, CA

<http://michael-bierek.artstation.com>

Skills

SOFT SKILLS / ONGOING STUDIES

Active listening
Communication
Decisiveness
Time management
Religion
Mythology
Psychology
Political theory
Industrial design
Gesture
Anatomy
Composition / Shape language
Value hierarchy
Color theory

TOOLS

Adobe Photoshop
Procreate
Oculus Medium
Oculus Quill
AutoDesk Maya
AutoDesk 3ds Max
Marmoset Toolbag enderer
KeyShot
Adobe After Effects
Adobe Premiere
Toon Boom Harmony
Trimble SketchUp
Unity
YoYo Games GameMaker Studio

Employment

Massive Black Inc

massiveblack.com

- Concept art / storyboard / marketing illustrations

God of War (2018)

Call of Duty: WWII (2018)

FallOut: New Vegas

Transformers 2: Revenge of the Fallen

Star Wars (unreleased project)

Elder Scrolls Series

League of Legends

InFamous 2

Risk Revolutions

Sims 3

San Francisco, CA

May 2007 - Current

Digital Dimension (Freelance)

digitaldimension.com

- Concept art for Middle Earth: Shadow of War (Lord of the Rings)

NCSOft (Short-term contract)

us.ncsoft.com/en/

- Concept art / storyboard / marketing illustrations

Wizards of the Coast

wizards.com

- Art for Magic the Gathering franchise

Ubisoft

ubisoft.com

- Far Cry 4 - Concept art

THQ

thqnordic.com

- Concept art / storyboard / marketing illustrations

Education

The Concept Art Atelier, San Francisco CA 2007 - 2008

Academy Art, San Francisco CA 2006 - 2007

The Art Institute, Santa Ana CA 2002 - 2003

Montreal, Quebec Canada

April 2015 to June 2015

San Mateo, CA

June 2015 to January 2016

Seattle, WA

July 2007 - Current

Montreal, Quebec Canada

January 2013 to July 2014

Montreal, Quebec Canada

June 2011 to December 2013