

# MICHAEL BEYENE | 3D ARTIST

michaelbeyene.com

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## EXPERIENCE

### **3D ART ADJUNCT PROFESSOR**, *Kalamazoo Valley Community College, Kalamazoo*

JAN 2018 - PRESENT

- Established new contemporary curriculum for the needs of today's game industry.
- Created student group to talk, think and engage with industry professionals and news.
- Created various workshops
- Instructing students in 3D tool AUTODESK MAYA for modeling, texturing and animation. Responsible for creating slides, tutorials, and lessons for a weekly course, 4 hours a week.

### **3D PRODUCT GRAPHIC ANALYST** - *Steelcase, Grand Rapids*

OCT 2017 - AUG 2018

- Created new workflow, documentation and project management board for assets creation for a global team.
- Responsible for creating 3D models and 2D textures from photos and 3D reference for various Steelcase partners for visualization and market propose.

### **3D FREELANCE** - *Self-Owned, Kalamazoo*

MAY 2016 - OCT 2017

- Created 3D solutions for various clients that presented unique branding difficulty.

### **3D ARTIST** - *Games for Entertainment and Learning Lab, East Lansing*

APRIL 2015 - MAY 2016

- Helped the GEL lab reach its goal in finishing their largest project.
- Tasked with creating 3D objects and 2D textures for various projects. Using Autodesk Maya, Adobe Photoshop, Illustrator and Unity3D.

## SKILLS

- Autodesk Maya
- ZBRUSH
- SUBSTANCE PAINTER
- PHOTOSHOP
- ILLUSTRATOR
- UNITY
- UNREAL
- VRAY/ARNOLD/IRAY
- 3DS MAX

## EDUCATION

### **Michigan State University, East Lansing** - *Bachelor of Arts*

AUG 2012 - MAY 2016

Received a Bachelor's Degree in Media and Information with a minor in Game Design and Development.