

MIKE SMITH

3D Character Artist • Hard Surface Modeler

mikesmith3d@gmail.com

www.artstation.com/mikesmith3d

(619) 739-0243

SKILLS

- 3D Modeling
- Digital Sculpting
- Hard Surface Modeling
- Texture Baking
- PBR Texturing
- High-to-Low Poly Workflow
- Retopology
- Photogrammetry
- Compositing

SOFTWARE

- Maya
- ZBrush
- Substance Painter
- Marvelous Designer
- Unreal Engine
- Marmoset
- Adobe After Effects
- Adobe Premier

WORK EXPERIENCE

3D GENERALIST

2015 – Present Freelance

3D Artist on projects ranging from creature modeling for film, digital doubles, VFX, compositing, title sequences, motion graphics for advertisement, and product design. Worked in a variety of roles including solo, under an art director, and managing a small team.

3D GENERALIST

2017 - 2018 Studio Unseen - San Diego, CA

Sole 3D artist on a broader creative team. Projects included music videos, pitch decks for film and TV, advertisements, product design, and branding.

3D MODELING INSTRUCTOR

2014 - Present Platt College - San Diego, CA

Current classes include Digital Sculpting and Game Character Design. Instrumental in updating school's curriculum to more closely align with industry standards by focusing more heavily on anatomy, foundational art skills, and by teaching a more up-to-date high-to-low poly workflow.

PRODUCT MODELER

2007 - 2009 Velumus Eyewear

Responsible for modeling sunglasses based on concept illustrations. Designs intended for rapid prototyping needed to conform to exacting standards.

EDUCATION

GAME ART INSTITUTE

2016 CHARACTER CREATION with Adam Skutt and Ryan Kingslien

PLATT COLLEGE SAN DIEGO

2007 BACHELOR OF SCIENCE: Media Arts - 3D Animation

2005 ASSOCIATE OF APPLIED SCIENCE: Graphic Design

AWARDS

PACIFIC SOUTHWEST EMMY AWARDS: Best Visual Effects - 'Daisy Belle'

SAN DIEGO FILM AWARDS: Best Visual Effects - 'Daisy Belle'

NEW YORK INTERNATIONAL FILM AWARDS: Best Visual Effects - 'Sweet Taste of Souls'