

# Michael Fernandez

San Jose, CA  
1(408)623-3708  
mfernandez@sweettastebuds.com  
<https://sweettastebuds.com/>

## Objective

Seeking a position in the Game Industry to learn and grow as an artist.

## Skills

- Blender
- Adobe Photoshop
- Unreal Engine 4
- PBR Workflow
- Python
- Autodesk Maya
- Linux
- Lighting and Shading
- Project Management
- Building Automation Tools

## Work Experience

### Outward Inc

Technical Lighting Artist

San Jose, CA

*(10/2017 – Present)*

- Manage and deliver projects in cooperation with other teams in a timely manner.
- Envision or address tool needs.
- Develop and improve automation tools using Python.
- Maintain and automate large volumes of client data.
- Debug and fix web-related issues.
- Help develop and improve current workflow techniques.
- Solve creative and technical problems.
- Manage, prepare, and develop large volumes of renders.
- Communicate effectively between departments.
- Research and develop lighting techniques.
- Write Python scripts to help the Production teamwork more effectively and efficiently.

### Outward Inc

3D Content Designer

San Jose, CA

*(10/15 – 9/2017)*

- Work closely with multiple departments to meet deadlines.
- Creatively and efficiently problem solve.
- Create and UV 3D content to meet client requirements.
- Manage and deliver content in a timely manner.
- Write Python scripts to help manage and track files.
- Create, adjust, and refine digital content.

### Sony Computer Entertainment America

QA Analyst/Tester

Foster City, CA

*(1/15 – 10/15)*

- Logging issues in concise written report formats for the development team to review.
- Establish/reinforce best practices for save data branching, testing methods, etc.
- Communicate pain points and discuss how to reduce grinding and time sinks.

- Work closely with SpecOps engineers and QA daily to ensure best practices.

## Education

**THE ART INSTITUTE OF CALIFORNIA – SILICON VALLEY**  
Bachelors of Science candidate, Game Art and Design

**Sunnyvale, CA**  
**December 2014**