

Mike Snight - Level Builder

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OBJECTIVE | Level Builder looking to work with creative individuals and contribute effectively in a team environment.

SKILLS

Technical Skills

- Unreal/UDK
- Lightmass/Swarm
- 3Ds Max
- Photoshop
- Maya
- Z-Brush
- Crazybump
- X-Normal

Professional Skills

- Ability to create highly detailed environments with a strong sense of lighting, composition and level art
- Proficient in modeling high poly detailed objects for in-game normal maps
- Complex material shaders that include color, specular, height and normal maps
- Detail oriented texture painting
- Great communication and collaboration skills
- Organized and able to work efficiently under time schedules and deadlines
- SCRUM and Agile Development experience

PROFESSIONAL EXPERIENCE

May 2011 – Present

Environment Artist, Irrational Games – Bioshock Infinite

- Modeling, texturing and sculpting of high and low resolution architecture and environmental assets.

June 2010 – May 2011

Level Artist, High Moon Studios – Transformers: DOTM (PS3/Xbox 360 –ships 7/1/10)

- Modeling, texturing and sculpting of high and low resolution architecture and organic assets
- Level Population / lighting / composition / optimization
- Work directly with Designer and Programmers to craft spaces that balance form and function, for great looking, organic levels
- Consistently help Programmers implement and test new engine integrations for artists
- Work closely with Producers on organizing and tracking outsourced content

Feb 2008 – June 2010

Level /Prop Artist, High Moon Studios – Transformers: WFC (PS3/Xbox 360)

- Modeling and texturing of high and low resolution props
- Level population / lighting / composition / optimization
- Helped develop a proprietary destructible system / Taught other Artists its functionality
- Worked directly with other Artists and Designers to develop great looking and fun levels

Aug 2007 – Dec 2007

Mod Art Lead, Game Wizards Production Team – DETOX (Mod)

- Managed a team of 10 Artists and collaborated with a Producer, Art Director, and Technical Director at the Art Institute of California
- Used the Unreal 3 engine to create complex materials and shaders
- Problem-solved new technology and next-gen techniques
- Gave instruction, in-depth demonstrations, and lectures to 80+ students on the work flow of next-gen games

Dec 2006 – Apr 2007

Modeling and Texture Artist, Eyetronics – Grand Theft Auto 4 & Mass Effect (PS3/Xbox 360)

- Created, set-up and implemented realistic scanned normal maps
- Used high poly scan data to create game resolution character models and props

EDUCATION

2004 – 2008

Art Institute of California – Los Angeles, CA

Bachelor of Science in Game Art & Design

REFERENCES

Available upon request