

## Michael Ramos | 3D Artist

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**Career Focus** 3D Artist responsibilities within a company in either a solo or collaborative team environment where I can excel, contribute, and surpass expectations.

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**Experience Summary**

- Proficient in creating high/low resolution models from various references (characters, vehicles, buildings, environments, weapons, props).
- Experienced low polygon modeler.
- Qualified producer of fast and logical UV maps with maximum use of texel density.
- Fluent in texture techniques to accurately resemble any source.
- Extras: animation, normal mapping, lighting, rendering, & basic rigging.
- Experience in leading an art team

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**Education** **B.S., Computer Animation**, Full Sail University, Winter Park, FL 2007

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**Professional Experience** **Lead Visual Database Modeler** – CAE USA, Orlando, FL 9/10 - Present

- Led a production team of 15 artists with a focus on efficient modeling/texturing practices and a firm Quality Control implementation with a spotlight on consistency.
- Created tasks, ensured all deadlines, compiled source data and reference photos, attended SME reviews, collaborated with Software, RDGT and GIS teams, communicated with Government customers, presented to prospective customers.
- Constantly challenged in an environment that demands daily creative problem solving.
- Continued modeling & texturing static models with attention to Geospecific source data to recreate cultural features in databases. Also built typical/common features.
- Created and refined documents including modeling/texturing specifications, work instructions, tutorials, quality control lists, etc.

**Visual Database Modeler** - CAE USA, Orlando, FL 9/09 - 9/10

- Created visually accurate low polygon 3d representations of Geospecific & Geotypical buildings and street props.
- Models required 4 states: healthy, damaged, destroyed, & winter.
- Responsible for modeling, texturing, LOD's, attribution, & quality control.

**Modeler** – *Shadows in Darkness*, Coconut Creek, FL 8/07 - 1/08

- Worked on a variety of characters and assets from medieval to futuristic for leading next gen video games.
  - Responsible for modeling high & low poly assets (clothing, armor, environments, props), ripping UV's, sculpting details, and producing normal maps.
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**Software Proficiencies** Autodesk Maya • Autodesk 3DsMax • Multigen Creator • Adobe Photoshop • Pixologic ZBrush • Google Earth • Mental Ray • Final Cut Pro • Adobe GoLive

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