

Michael Voeller

Environment and Character Creation

Objective:

To work for a kick ass company and make kick ass games!

Education:

A.A. General Art, Graduated June 2005 from Indian River Community College

Relevant Experience:

Splash Media Solutions: 2002 – 2006

www.splashmediasolutions.com

1-772-283-5483

- Graphic design.
- Dynamic web page creation with Flash.
- Product pre-visualizations.

Nuclear-Dawn: 2003-2006

www.nuclear-dawn.net

- Prop, weapon, and character artist (low-res model, high-res for normal map, shader).
- Works featured in Computer Gaming World.

Software:

- 3d Studio Max
- Mudbox
- Adobe Photoshop
- Source engine
- Unreal 2 engine

Relevant Skills:

- 2 years experience building low resolution models in 3D Studio and building high resolutions models for normal map creation in 3D Studio and recently Mudbox.
- Several years experience texturing in Photoshop.
- 3 years experience getting assets in-game for the half Life, Unreal 2, and Source engines.

Contact:

United States

1866 NE Media Ave

Jensen Beach, FL 34957

1-772-349-6747

michaelvoeller@hotmail.com

www.squirrelyjones.com