

Michael Easter

Experienced 3D Artist - Generalist - Technical Designer

MY INFO



Sunland, CA, Willing to Relocate



+1 407-790-6253



measter@michealeasterartist.com



www.michealeasterartist.com

SKILLS

- + 3D Mesh Modeling, Texturing, Rendering
- + 3D NURBS Modeling / Refactoring
- + Game Development & AR/VR
- + 3D Printing / Rapid Prototyping
- + Pipeline Management

SOFTWARE

- + MAYA
- + Rhino 3D
- + Substance Painter, Photoshop
- + Unity, Unreal, Babylon, Three.js
- + Python, Javascript, Unityscript, MEL

DoD Clearance

- + Active Top Secret Clearance

HOBBIES

- + Small Electronics / Arduino
- + Gaming
- + 3D Printing

EDUCATION

B.A. Electronic Media Art & Technology

Cum Laude

University of Tampa, Florida

SUMMARY

Nine years of professional 3D modeling, texturing, rendering and VR/AR game development. Wide range of skills and software knowledge. Enthusiastic learner who self teaches new capabilities and tools to solve problems. Adaptable to any situation, I am a team player who rapidly iterates and is comfortable with intense deadlines.

MY WORK

3D Artist / Designer | Applied Minds

May 2014 – Present // Burbank, CA

Worked on interactive experiences including military training tools, AR/VR asset exploration and architectural walkthroughs. Repaired or remodeled broken models, translated engineering CAD from tools such as SolidWorks and Inventor into clean, render and game ready meshes. Acquired new skills/software knowledge to solve complex and original problems.

Accomplishments

- + Created Unity 3D training tools from scratch for partners in the defense industry.
- + Rendered photo-real images of command centers, office spaces, exteriors, trade show booths and more.
- + Mastered game development pipelines to bring any 3D asset to any platform, NURBS or Meshes, streamlining the connection between design teams, engineers and programmers.

3D Artist / Concept Engineer | Unclassified User Test Bed (UTB)

January 2014 – May 2014 // St. Petersburg, FL

Developed models, environments and simulations for the United States Special Operations Command, accelerating a major initiative by visualizing abstract concepts. Worked directly with special forces operators to visualize their ideas to their superiors and industry.

Accomplishments

- + Worked with IBM creating various special forces equipment concepts.
- + Authored models live on a TV while operators and SMEs requested on the spot changes.
- + 3D Printed functional prototypes for demonstration.

Lead 3D Artist | UT Media Services

Spring 2011 – Fall 2014 // Tampa, FL

Supervised, trained and worked alongside a constantly changing team to create an interactive 3D virtual tour of the 100+ acre campus. Created low polygon models of buildings, terrains and foliage to construct an accurate, immersive world.

Accomplishments

- + Modeled and textured a large part of UT campus from images and observation only.
- + Optimized environment, especially foliage enabling real time rendering of an elaborate campus on minimal hardware.
- + Gained valuable experience as a team leader, bringing in younger students and quickly making them productive members of the team despite limited experience.