

Michael Rudzinski - Mirabile

3D Artist and Game Developer

Contact

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MichaelRudzinski



Education

Bachelor's of Science : **Game Design**
Sheridan College
2016 - 2020

Weapons/Props, Hard Surface : **COURSES**
CGMA, Gnomon
2016 -2017

Highschool Diploma:

Advanced Technology Courses
Clarkstown North High School
2012-2016

Skills/Software



Documentation:

Asana

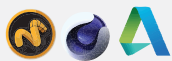
JIRA/Confluence



Game Engines:

Unreal Engine

Unity 3D



3D Modelling:

3DS Max/Maya

Cinema 4D

MODO



Texturing:

Adobe Suite

Allegorithmic

Quixel Suite



Sculpting:

3D Coat

Zbrush



Rendering:

KeyShot

Vray

Career Objective

Creative and skilled 3D professional with 4 years of combined experience. Worked as an Environment Artist and as a Character Asset Designer. Expansive background and education in the field of 3D modelling and Computer Aided Design (CAD); including animation, photorealistic rendering, game asset design , development of CG media, and photogrammetry. Highly motivated, imaginative with proven record of adaptation, self learning, and sensitivity to deadlines. Currently seeking employment at a small to mid-size studio that will not only challenge me but will help improve myself as an artist and help bring people's dreams to life!

Professional Experience

Sensei

CodeNinjas October 2020 - PRESENT

When it comes to my career, nothing brings me more joy than the ability to pass on my knowledge to others. As a "Sensei", or professor, it is my duty to build a customized curriculum around the interests and necessities of my "Ninjas", or pupils with ages ranging 8-18

- Both in centre/remote classes that incorporate a tailored syllabus and modern teaching
- Documentation and internal Research which includes peer review and publication
- Constant revision and self teaching on new technology, software and educational methods

Environment Artist

TheMissingFew March 2019 - August 2019

While working for a startup independent studio in Toronto as a 3D specialist, I helped out with the prop design, environmental concept and many graphical details within the engine.

- Created large and small scale props and buildings which a player could enter and maneuver
- Worked closely with the main concept artist to bring team's visuals into the project

Character Asset Animator

Ray of Hope August 2017 - February 2018

Joined a team mid-project. In collaboration with key artists, it was my duty to model, texture and animate a multitude of game assets ; ranging from character weapons, foliage/vegetation and city props

- Designed and produced assets from conception to final rendition.
- Animated characters within the game environment and scripted their AI
- Worked with a team of Artists to create a plethora of unique environments

Prop Designer

Concurrent Games February 2017 - June 2017

Worked closely with the Art director and team of concept artists to design a set list of assets and implement them for a trailer of their new game.

- Modeled and Textured interior assets to fill an in-game level.
- Collaborated with the art director to create a consistent theme among the art team
- Designed 3D props which were then produced by the art team or myself

UI/UX Designer

TrueZone March 2016 - July 2016

I utilized my school experience of UI design and C++ language programming, in developing a User Interface which was later fully implemented into their new project release.

- Programmed menus for their concept; including an Inventory system.
- Designed program architecture sufficient enough for further iterations and updates

NOTICE: For a full list of projects that I have worked on, including but not limited to:

Contract Work - Internships - Part Time/Full Time Employment

Please visit my website (www.KravenArk.com) and view "Experience"