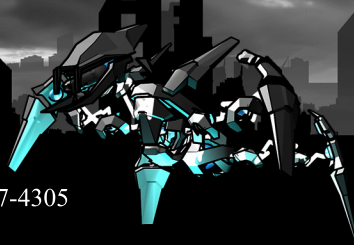


Michael Lemke

3D Modeling & Texturing

mlemke_18@yahoo.com

971-237-4305



www.mikelemke3dmodeler.com

Objective

Creative 3D Modeler and Texture artist, with exceptional skills in Maya, Max, Photoshop and Zbrush seeking a challenging position that fosters artistic growth.

Software

- Maya
- Max
- Photoshop
- ZBrush
- Crazybump
- UDK
- Unity
- After Effects
- Indesign
- Illustrator
- Microsoft (Excel, Word, Power Point)

Related Experience

The Art Institute of Portland, OR 2014 - Current
Production Team "Harmonic Drive" *Art Lead*

- Created the game's art style and assisted the rest of the team in matching it.
- Modeled low poly assets.
- UV unwrapped low poly models.
- Digitally painted textures by hand.

The Art Institute of Portland, OR 2014
Pre-production Team - "Super Thrust Busters" *Concept Artist*

- Worked as a concept artist during the pre-production phase of the game.

The Art Institute of Portland, OR 2013-2014
Production Team - "Hellborne" *Modeler and Texture Artist*

- Modeled high and low poly assets.
- UV unwrapped the low poly models.
- Baked out normal maps
- Used photo textures and hand drawing skills to create detailed texture maps using Photoshop.
- Learned to work in a pipeline to create assets for a video game.

Global Game Jam 2013-2014
Annual event - *Game Artist*

- Created pre-visualization concept art.
- Acted as the team's 3D modeler and character artist

Skills

- Able to work in deadline driven environments.
- Organized and dependable.
- Able to prioritize and handle multiple projects at once.

Work Experience

Fawn Lily, Portland, OR 2014 - Current
Game title: "Troop Advance" - *Freelance Concept Artist*

- Worked as a concept artist during the pre-production phase of the game.

Wendy's Old Fashioned Hamburgers, McMinnville 2009 – Current
Crew Member

- Providing quality and friendly customer service.
- Providing excellent restaurant cleanliness.
- Occasionally providing training to newly hired employees.

Evergreen Airlines, McMinnville 2010
Mover

- Sorted through boxes and moved or threw them away as instructed.

Evergreen Aviation Museum McMinnville 2009
Volunteer

- Cashier, Front Desk, Ticket Seller, greeted and directed customers, cleaned and organized, answered phones.

Tender Loving Childcare, McMinnville 2000-2009
Assistant Childcare provider

- Watched Children and prepared meals.

Education

The Art Institute of Portland, OR, 2014
Bachelor of Fine Arts: Game Art and Design

