Michael Badillo

Technical Art / Rigging and Maya Tools/ 3d Art and Animation / Prototyping

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EXPERIENCE

Samsung Research of America, Mountain View – *Technical Artist*

August 2015 - PRESENT

AR Emoji, AR Platform, VR Platform [Samsung Flagship Mobile Devices]

Works with Design, Project Managers, Engineering, and Samsung Headquarters on AR Platform. Participates in Khronos Group's 3d commerce/Asset Creation Guidelines workgroup.

Other Ocean Interactive, Emeryville – *Technical Art Lead*

June 2014 - August 2015

Yugioh [Xbox One, Playstation 4]

Worked with the Studio Art Director to integrate internal and external 3d and 2d art assets into the game. Wrote Maya production tools with mel script, evaluated middleware software, wrote Adobe JSX scripts to process UI assets.

Humanature Studios, Albany – *Technical Artist*

September 2011 - December 2013

Doki Doki Universe [Sony's Playstation Vita, Playstation3, Playstation4] Hired to concept, create and integrate 3d assets into Sony's PhyreEngine. Integrated external 3d art assets from outsource studio. Optimized 3d assets to render on Sony's Vita, Playstation3 and Playstation4 console systems.

Xmobb Inc, Emeryville, California – *Technical Art Director*

October 2009 - September 2011

Realtime 3D Social Media Sharing Platform [PC, Social Networks]

Worked closely with the founders to develop a social media sharing product by which users experience watching movies, youtube videos, playing casual games, and curating live events. The initial application we developed as a small team led to the first round of funding from top ranked venture capital. Responsibilities included all aspects of 3d art production, from level geometry, characters, animation, particle effects, cameras, materials, authoring game event scripts and developing UI for users to interact with in the 3d scene. As the company grew, responsibility increased by working with external artists, managing the external svn art branch and merging art assets into the main branch.

SOFTWARE SKILLS

Maya, Unreal, Unity, PhyreEngine, Modo, Substance Painter and Designer, Adobe Suite, Headus, Zbrush, WorldMachine, Wrap, Marvelous Designer, 3dsMax

ASSET PRODUCTION SKILLS

Developing Maya Tools,3d Modeling and Animation, UV and Texture, Skin Attachment and Rigging, Blendshapes, Retopology, Physics Simulation, Materials

PROGRAMMING LANGUAGES

Mel Script, Python, C#, PHP, Javascript

PRODUCTION SKILLS

Jira, Confluence, Git, SVN, Agile

GAME CREDITS

Yugioh
Doki Doki Universe
Rockband
Death Jr Root of Evil
Infected
Test Drive 2k
Superman Man of Steel
Looney Tunes Racing
SimSafari
SimPark

Backbone Entertainment, Emeryville, California – *Lead Artist*

January 2005 - September 2009

Rock Band Unplugged [Sony's Playstation Portable]

DeathJr. Root of Evil [Nintendo's Wii] Senior Technical Artist

DeathJr.Root of Evil [Sony's Playstation Portable] *Technical Artist*

As Lead Artist, I worked with the Studio Art Director to define tasks and schedule internal/external 3d artists. Responsibilities included modelling, uv, texturing, skinning, and animating characters for real time and pre rendered movies. Additional tasks included writing custom Mel scripts to improve animation keyframe workflow, batch process Maya scene data and maintain a Maya shader creation utility script. Other tasks included, providing documentation of production workflows for in-house art team, and outsource studios, developing an animation pipeline for transferring 3dsmax Biped motion capture data onto a low res Maya rig, developing custom Maya character rigs used for facial animation and multi limbed game assets, and rendering high resolution marketing materials for magazines, websites and conferences.

840labs, Millbrae, California – *Owner* 2002-2004
- **Planetmoon** – Infected [Sony's Playstation Portable] –*Environment Artist*

Created collision geometry for various levels in the game.
- **WildTangent** –Ford Racing Game [PC] –*3d Artist*

Modeled and textured various vehicles, props, world and collision geometry.
- **Digital Eclipse**–Multiplayer Pirate Themed Game [PC] –*3d Artist*

Generated 3d environment assets for a Pirate Game.
- **Receiver/Definitive Jux** – Revenge of the Robots **[DVD]** –*Art Director*

Produced and directed a 3d cinematic for the independent game, Devolution, featuring musical artist, Mr. Lif.

Academy of Art University, San Francisco, California –*Instructor* 2003

Instructed "Introduction to Game Art Production", a 3dsmax course offered to students interested in attending the University.

Circus Freak Studios, Campbell, California –*Senior Artist* 2002

Superman The Man of Steel [Xbox] Test Drive 2K[PS2, Xbox] 3d **Artist**

Modeled, skinned, and animated characters used for real time and pre-rendered cinematics.

Infogrames North America / Atari, San Jose California – *Animator* 2000-2002

Looney Tunes Racing [Sony's Playstation]

Modeled, rigged, and animated characters for Playstation/Xbox

Click Entertainment, San Francisco, California – **Artist** 1999

Throne of Darkness [PC] Barbie Super Sports [PC]
Worked with Blizzard's original Diablo team, modeling background level art for Samurai RPG.

Freelance Computer Graphic Artist, Bay Area, California 1996-1999
- **Accolade** - Test Drive Cycles [Sony's Playstation] 3d Artist

Modeled and textured various motorcycles and track props with 3dsmax.
- **Slingshot Productions** - Hacker Dude Commercials [ZDTV] 3d Artist

Modeled, textured and animated characters, created materials, setup lights, and animated cameras for 5-10 second TV commercials with 3dsmax. **The commercials won an Emmy and International award for "Best Graphic Design".**
- **Electronic Arts** - NCAA Football 99 [PC] **Artist**

Textured various low poly football players and stadiums.
- **Maxis / Alpha Omega Productions** – SimPark [PC], SimSafari [PC] Animator

Animated 2d isometric 8-bit sprites of various characters, vehicles, buildings and animals. Lip synced 5 hours of dialog in Japanese, German, French, and English languages.