

# MICHAEL WILSON

3D ARTIST

## CONTACT

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## PROFILE

I value the power of communication with a focus on creativity. Motivated, adaptable, and hardworking; highly driven by the desire to create the best results for myself and my team, with a positive attitude, passion and levity. My technical skills cover a broad range in both 2D and 3D digital art.

## EDUCATION

2021 - 2022

SENECA COLLEGE

- Game Art & Animation (Post Graduate Certificate with President's Honour List)

2007 - 2011

COVENTRY UNIVERSITY

- Geography (Bsc)

## WORK EXPERIENCE

Freelance

2023 - PRESENT

Designer

- Successfully delivered high-quality models, illustrations, packaging and branding, for numerous clients across Europe and America.
- Built and collaborated with clients such as James Burleigh and Beynon featured at London and Milan Design Week.
- Conceptualized re-brands for multiple brands across industries (engineering, healthcare, government).
- Product and graphic design for use on packaging, online, apps, and showcases.

SohoVFX

2022 - 2023

Asset Artist

- Worked within a Toronto-based VFX studio to create and texture 3D digital models ready for film and television (Disney, Netflix, Prime Video).
- Followed the full pipeline from concept to publish. Modelled and textured, realistic, high-fidelity models.
- Collaborated with a team to build full digital environments models, rigs, and animation.

S:UK

2015 - 2019

Head Designer

- Led a team for several hair and beauty brands becoming the most successful professional hair brand in the UK.
- Collaborated with engineers and designers in China, North America and the Europe to develop products for implementing brand-new innovative technologies and manufacturing processes. Created Die-cuts and blueprints across brands.

## SKILLS

- Artworking (2D/3D)
- Procedural Modelling
- Texturing
- Animation
- Lighting
- Materials/Textures
- Illustration

## SOFTWARE

- Houdini
- Substance Painter
- Cinema 4D
- Maya