

Michael Fong

Senior Artist/Modeler/Animator

Home:(512) 388-5527

Cell: (512) 585-3805

16513 Denise Dr.

Austin, TX 78717

Email: mfong@austin.rr.com

LinkedIn Profile: <http://www.linkedin.com/pub/9/a10/765>

A creative and motivated computer graphics artist with ten years of experience in the computer game industry with strengths including,

- Strong modeling, texturing, and animation skills
- Analytical and creative problem solving skills
- Pro-active and results-oriented work style

Qualifications

Senior Artist, Midway Studios Austin

Character Modeling Lead for Area 51: BlackSite with responsibilities including

- Art Direction
- Character Modeling Involving both High Poly and In-game Models
- Character Texturing and Material Setup
- Character Animation
- Outsource Management
- Character Design

Cinematics Artist for Area 51: BlackSite with responsibilities including

- Pre-animated Physics Setup and Animation
- Character Animation
- Special Alien Dream Sequence Modeling and Camera Animation

Character Artist for Criminal Project with responsibilities including

- Character Modeling Involving both High Poly and In-game Models
- Character Texturing and Material Setup
- Character Design

Art Director, Inevitable Entertainment

Art Director for Sierra's The Hobbit with responsibilities including

- Project Art Direction
- Character Modeling, Texturing, Material Setup, Rigging and Animation
- Character Design
- Environment Animation
- HUD, UI and Front End Design and Layout
- Inter-department Scheduling and Coordination
- Cinematic Creation and Implementation
- Promotional Asset Creation
- Artist Hiring and Review

Environment Artist for Midway's Area 51 with responsibilities including

- Level Assembly
- Modular Level Asset Modeling and Texturing
- Animated Prop Creation and Animation
- Destructible Prop Creation and Assembly
- Particle Creation and Implementation

Cinematics Artist for Midway's Area51 with responsibilities including

- Character Animation
- Environment Animation
- Camera Path Layout
- Cinematic Concept

Artist, Acclaim Studios Austin

Character Artist for Turok: Rage Wars with responsibilities including

- Character Design
- Character Modeling, Texturing, Material Setup
- Character Rigging and Animation
- Promotional Asset Creation

General Artist for Turok: Evolution with responsibilities including

- Character Design
- Character Modeling, Texturing, Material Setup, Rigging and Animation
- Promotional Cinematic Creation
- Environment Concept

Game Experience

Midway's Area 51: BlackSite for PS3, Xbox 360 and PC

Midway's Area 51 for PS2, Xbox and PC

Sierra's The Hobbit for GameCube, PS2, Xbox and PC

Acclaim's Turok: Rage Wars for Nintendo 64

Acclaim's Turok: Evolution for PS2, Xbox and PC

EA's Metal of Honor: Rising Sun for GameCube, PS2, Xbox

Software Experience

3D Studio Max, Photoshop, Mudbox, Z-Brush, Unreal 3 Editor

Final Cut Pro for Mac, Reason for Mac, SoundTrack Pro for Mac

Education

Graduated 1996 Lamar University Beaumont, Bachelor of Fine Art in Graphic Design

Employment History

May 2004 - Present

Midway Studios – Austin

Dec. 2000- May 2004

Inevitable Entertainment Inc. - Austin

Dec. 1998- Dec. 2000

Acclaim Studios - Austin

Nov. 1996 - Dec. 1998

Overland Partners Inc. Architecture - San Antonio