

# MIKE SNIGHT

West Los Angeles  
m\_snight@yahoo.com  
www.mikesnight.com  
(703) 409-9008

## Objective

To work as an environmental artist and contribute to the success of a development team.

## Professional Skills

- Extremely proficient in modeling high poly detailed objects for in-game normal maps
- Professional experience texturing photo-realistic textures to generate diffuse, specular, normal, ambient occlusion as well as emissive maps
- Great communication and collaboration skills among production contemporaries
- Organized and able to work efficiently under tight schedules and deadlines

## Technical Skills

3Ds Max 9	Crazybump
Maya 8.5	Z-Brush
Photoshop CS3	Flash
Unreal 3.0	After Effects

## Professional Experience

### **Game Wizards Production team**

*DETOX* August 2007 - Present

**Art Direction Lead/Lead Level Designer** for a student based next-gen Sci-Fi themed multiplayer game

- Managed a team of 10 artists and collaborated with a producer, an art director and a technical director
- Used the Unreal 3 engine to create next-gen materials and shaders
- Problem-solved new technology and next-gen techniques
- Gave instruction, in-depth demonstrations and lectures to 80+ students on the workflow of next-gen games

*MYTHOS* August 2006 - August 2007

**Environmental Artist** for a student-based Mythological themed multiplayer game

- Created professional quality environmental props and textures
- Organized the workflow of in-game assets and textures

**Eyetrionics** December 2006 - April 2007

**Internship: Modeling and Texture artist** for Rockstar's Grand Theft Auto 4, Bioware's Mass Effect

- Created, set-up and implemented ultra-realistic scanned normal maps
- Used high poly scan data to create game resolution character models and props

## Education

-Bachelors of Science in Game Art & Design Art Institute of California Los Angeles Sept 2004 - Dec 2007  
-Computer & Digital Animation Monroe Technology Center, Virginia Sept 2002 - June 2004

## Honors and Accomplishments

- 3.5 GPA Art Institute of California Los Angeles
- Student of the year award – Game Art & Digital Animation Monroe Technology Center