**Misha Samorodin**

[ferrariman1492@gmail.com](mailto:ferrariman1492@gmail.com) | 778-957-2991 |

[msgamed.wordpress.com](http://msgamed.wordpress.com) | [puzzlespy.wordpress.com](http://puzzlespy.wordpress.com)

~~~~~~~~~~ GENERAL TOOLS/SKILLS~~~~~~~~~~

Proficient in:

MS Office Photoshop Maya Zbrush Unreal Engine 4 Unity

Artist with a background in creating Game experiences,

3D animation and modelling scripting(C# basic, Javascript, GameMaker, Blueprint (unreal)) drawing

~~~~~~~~~~ EXPERIENCE/EVENTS ~~~~~~~~~~

3D artist and designer Global Game Jam VR, Vancouver(event) Feb. 2018

3D artist and designer Global Game Jam UBC, Vancouver(event) Feb. 2017

Render Wrangling/Learning Atomic Cartoons, Vancouver Mar. 2016- Apr.2016

Duties:

Work on modelling iterations of 3D with supervisor

Monitored render farm, prioritized in order of importance, and problem-solved (Atomic)

Organize, file, back up larger amounts of material including scene frames, layouts, render layers and

monitored render farm, prioritized in order of importance, and problem-solved.

Festival Volunteer Spark Animation Festival, Vancouver 2015, 2016

Expo Volunteer Anomaly 3D Concept Art Expo, Vancouver April 24, 2015

3D Generalist (Games) Twisted Times Studios, Vancouver Aug-Oct. 2015

Assisted as 3D animation/modeler and concept artist for Extinction Archaic genesis game

Community Member Full Indie and VanCG Meetups 2015-present

~~~~~~~~~~ RETAIL EXPERIENCE ~~~~~~~~~~

Customer service and Stocking Best Buy Cambie, Vancouver Oct. 2017-Jan. 2018

Produce Clerk T &T Yaohan Market, Richmond Aug.2017 -Oct.2017

Produce Clerk Loblaw’s City Market, Vancouver Jun.2016 -Apr.2017

Inventory Clerk Canadian Tire, North Vancouver Feb.2016 -Mar. 2016

Detailer Royal Mobile Auto Detailing, Vancouver May.2015 - Jul.2015

~~~~~~~~~~ EDUCATION ~~~~~~~~~~.

Game design grad (SchoolCreative, Sept 2017- Aug 2018)

Learning points:

* Designing unique experiences in video games and prototyping via user experiences and stories
* Scripting and level design in Unreal engine 4
* Laying out 3D mesh to tell a story and design for experiences.

3D- Animation and Modelling grad (Visual College of Art & Design, 2015)

Learning points:

* 3D Modeling in Maya and texturing in photoshop
* Animation and rigging of 3D models
* Telling a story through environmental layouts

~~~~~~~~~~ PROJECTS ~~~~~~~~~~

The Games I have worked on while studying at SchoolCreative are:

Please see my website for a link and more details on the following:

Puzzle Spy Escape Room(UE4):

A 2 player co-op game where you must work together to free and assist the other player if they get stuck in a room.

I learned how to work on developing puzzles and locks throughout the game that players must work together on in order to solve. Near the end, Players will encounter a bomb that they must diffuse together to complete the game.

I applied my understanding of blueprint scripting and basic understanding of puzzle and environmental layout to emphasize the location within my game.

Soviet Tank experience (Unity3D):

A tank shooting game in 60s Soviet Russia where player must eliminate other tanks to keep the village peaceful.

I learned how to use Unity and apply basic C# scripting language within Unity. I also used tools like terrain editor.

Dot 2 Dot game(UE4):

Start by choosing a map and play on a top down map in third person mode where the player’s character must move from pillar to pillar connecting them via cables to form the final dot to dot puzzle and look for the next pillar with the proper number.

This was my first major Unreal Project involving blueprint scripting and allowed me to explore other types of game modes.

~~~~~~~~~~ INTERESTS ~~~~~~~~~~

* Playing games on mobile or PC (occasionally console)
* Auto enthusiast with an interesting in reading about and drawing cars
* Bike riding and Hiking