

Contact

www.linkedin.com/in/mikebourbeau
(LinkedIn)
mikebourbeau.com (Personal)

Top Skills

Animation
Python (Programming Language)
Maya

Languages

English (Native or Bilingual)

Honors-Awards

ACM SIGGRAPH Student Volunteer
ACM SIGGRAPH Student Volunteer
SVA MFA Computer Art Scholarship
for Academic and Creative
Excellence
The Philip W. Abel Prize
The J. Barney Moore Prize in Art

Mike Bourbeau

Lead Technical Artist at Meta
New York, New York, United States

Summary

www.mikebourbeau.com | Interested in CG, games, AR/VR and anything interactive.

Experience

Meta

1 year 11 months

Lead Technical Artist

May 2022 - Present (1 year)
New York, United States

Technical Artist

September 2021 - May 2022 (9 months)
New York City

Technical Artist

June 2021 - September 2021 (4 months)
New York City

ustwo

2 years 5 months

Art Lead

January 2020 - June 2021 (1 year 6 months)
New York City

Senior 3D Artist

August 2019 - January 2020 (6 months)
New York City

Lead 3D Artist

February 2019 - August 2019 (7 months)
New York City

- Led the 3D design and production for "Headed South", a Pixel 4 game by ustwo and Google

Firstborn

Lead Technical Artist

June 2014 - February 2019 (4 years 9 months)

New York City

- Rigging
- Character Animation
- Technical Animation
- Houdini FX
- UE4
- Unity
- AR/VR
- Game Development
- Pipeline
- Shading
- Modeling
- Python, PySide, MEL, PyQt, VEX
- Three.js

PRATT INSTITUTE

Visiting Instructor

September 2014 - December 2017 (3 years 4 months)

New York City

- Computer Animation
- Character Design
- 3D Modeling

COLLAB: Fabrication Lab & Innovation Studio

Tech Animator

June 2014 - August 2014 (3 months)

New York City

- Character rigging using AdvancedSkeleton auto rigger
- Character animation
- Technical Animation: cloth simulations
- After Effects animation and compositing.

Arkadium

1 year

Art Intern

May 2013 - April 2014 (1 year)

New York City

- Used Maya and ZBrush to model, texture, and light 3D art assets to be used as 2D sprites for a new IP.
- Used Maya to rig and animate 3D art assets for animation tests.

Summer 2013 and Spring 2014

Game Artist

August 2013 - November 2013 (4 months)

New York City

- Used Maya and ZBrush to model, texture, and light 3D art assets to be used as 2D sprites for a new IP.

Gravity (formerly RhinoFX)

Art Intern

September 2013 - December 2013 (4 months)

New York City

Fall 2013

Hamilton College

9 months

Studio Assistant for Katharine Kuharic

August 2010 - April 2011 (9 months)

Clinton, NY

- Transferred sketches onto canvases
- Painted under-paintings
- Some watercolor work

www.katharinekuharic.com

Scene Painter for Hamilton College Theater

October 2010 - November 2010 (2 months)

Clinton, NY

Assisted in painting the set for "Slaughter City"

- Painted a scale reproduction of Goya's "Still Life, A Butcher's Counter"
- Painted various other set items

Examples:

Royal Design

Auto CAD / Artist

December 2000 - January 2010 (9 years 2 months)

Hampton, NH

Rendered 2-D plans for banks and houses using Auto CAD.

Constructed 1/4 scale models of banks and houses for study and display purposes.

Example:

Education

School of Visual Arts

MFA Computer Art, 3D Animation · (2012 - 2014)

Hamilton College

BA, Fine Art · (2006 - 2011)

Yale University

Fine Art · (2010 - 2010)

Phillips Academy

High School Diploma · (August 2005 - May 2006)

Winnacunnet High School

High School Diploma · (August 2001 - June 2005)