Michael Wigton
3D Developer
michaelwigton.com

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Marshall, VA

Expertise	3D Art	Programming
Type	Realtime / Game Technical Modeling CAD Conversion Offline Rendering	Desktop Mobile
Software	3DS Max Cinema 4D Photoshop Xnormal Quixel Suite Unity Unreal	C# | C++ | C | Java Unity | Qt | Android Visual Studio Android Studio Eclipse | IDEA Vim

Experience

3D Developer
January 2012 - Present
Epsilon systems, Warrenton group (formerly Media Box Studios)

Aid in the development of CBTs by creating 3D models and renderings.
Develop 3D applications for clients and inhouse R&D using Unity.
Provide latest knowledge of 3D tech and incorporate them into projects.
Solve and develop pipeline tools to speed up production on all projects.

Environment Artist - Freelance
January 2012 - December 2012
Lukewarm Media

Created props and buildings for Primal Carnage using
3DS Max, Quixel Suite, and Photoshop for the Unreal engine