

# Mike Medicine Horse

## XR/CG Senior Artist

VR Reel: <https://youtu.be/UWO6OSDMCwI>

3D Reel: [https://youtu.be/2d1g\\_gvMjn0](https://youtu.be/2d1g_gvMjn0)

2D Folio: <https://www.artstation.com/medicinehorse>

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### EXPERIENCE

#### **Hybrid Medical Animation, Minneapolis — XR Lead/Senior Artist**

OCT 2003 - PRESENT

- Developed high end AR/VR graphics and applications
- Managed complex team based projects as project lead
- Created CG pipeline, custom tools and graphics standards

#### **Fantasy Flight Games, Minneapolis — Freelance Sculptor**

FEB 2016 - PRESENT

- Sculpted Zbrush miniatures for various board game titles

#### **Fuse, Minneapolis — CG Generalist**

AUG 2002 - OCT 2003

- Created photoreal CGI for print, broadcast and interactive
- Storyboards and 2D Illustration

#### **Allen Interactions, Minneapolis — Media Artist**

SEPT 1999 -AUG 2002

- Created photoreal CGI for interactive training applications
- Scripted Flash based training modules

### EDUCATION

#### **MCAD, Minneapolis — Computer Animation**

AUG 1996 -JUN 2000

- Specialized in life drawing and animation
- Awarded John Garrigan scholarship

#### **Imaginism Workshop, Toronto — Digital Painting**

JAN 2012 - FEB 2012

- Studied under Emmy award winning Bobby Chiu and Imaginism Studios

### SKILLS

- Project leading, management, problem solving, innovation
- Rendering, animation, modeling, sculpting, lighting, surfacing, scripting, character rigging, compositing, audio and film editing, sound design
- Comic illustration, digital painting, retouching, storyboards
- Unity, Unreal, Maya, Vray, Cinema4D, After Effects, Photoshop, 3D Studio Max

### LANGUAGES

- C#, MEL, Blueprints, Javascript, ActionScript, HTML

### AWARDS

**2008 RX Silver Award** Hybrid Interactive Heart

**2007 Aurora Award Platinum Best of Show** Rexin-G MOA

**2007 Aurora Award Gold Award** Antigenic Shift

**2007 Aurora Award Gold Award** Anti-CTLA4 MOA

