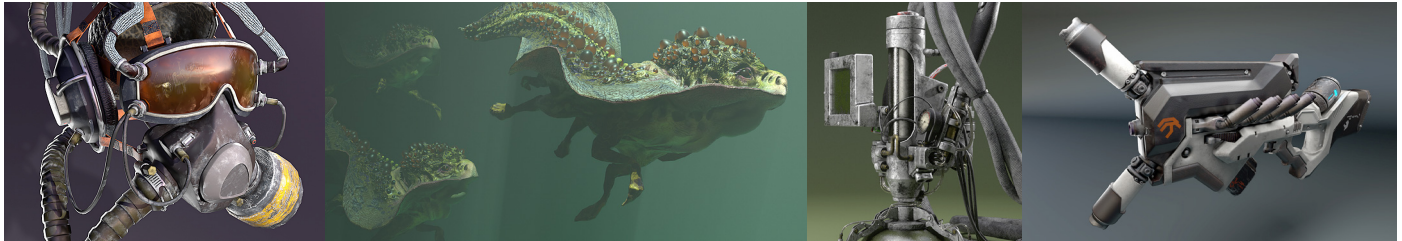


michael brissie

3D ARTIST

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SOFTWARE

- Maya
- Substance Painter
- ZBrush
- Unity
- Photoshop
- Octane Renderer
- Marvelous Designer

EDUCATION

Madison Area Technical College

2017–2019, Associate's Degree,
Applied Arts in Animation

- Maintained Dean's List
throughout enrollment

Milwaukee Institute of Art & Design

2010–2012

- Maintained Dean's List
throughout enrollment

SKILLS

- Accustomed to performing precise, detail-intensive work
- Adaptable to changing requirements
- Able to orchestrate multiple overlapping obligations
- Comfortable with multiple projects
- Creative problem solving within software constraints

EXPERIENCE

Cyclomedia

Quality Assurance Analyst, 6/2019 – Present

- Ensuring data accuracy
- Providing feedback for team improvement
- Facilitating coordination for optimal extraction
- Extracting assets and applying attributions accurately
- Analyzing large quantities of point cloud and imagery data

Pastaspaces Interactive

Freelance 3D Artist, 10/2019 – Present

- Modeling, texturing, rigging and animating creature & character art for 'Underspace'

Gear Learning

Intern, 8/2018 – 11/2018

- Concept work production