



Mikeal Simburger

www.Mikes3D.com Mikeal.Sim@gmail.com

Qualification and Skills:

3dsmax	3D Modeling
Adobe Photoshop	3D Animation
Photoshop Scripting	Compositing
Adobe After Effects	Broadcast Media

Summary:

Mikeal is a 3D Artist with a mind for the technical. Since problem solving is one of his strongest traits, he constantly seeks new challenges to grow. Being excited to get into the industry he graduated with a Bachelors in 3 years. He strives to be a key contributing member to his art teams. Having found success he is looking for the next adventure.

Accomplishments:

- 4 Shipped Titles (HER Interactive)
- Cut localization time in half (HER Interactive)
- Short Animation shown at Sundance (Integrated Technologies)
- 3DsMax Forum Moderator since 2006

Education:

Bachelor of Fine Arts in Media Arts and Animation
The Art Institute Of Seattle
Graduate: December 2007

Work Experience:

FreeSky Productions Co-Owner 03.09 - current
Webdesign, art, scenery, Problem Solving, anything and everything.
I've teamed up with the jr. mission designer from Flight Sim to produce edgy innovative missions and scenery for our own Flight Sim Add-on Brand.

Her Interactive: 3D Translation Artist 02.07 - 08.09
Nancy Drew: Lights, Camera, Curses! (German)
Nancy Drew: Legend of the Crystal Skull (French, German)
Nancy Drew: The Phantom of Venice (Russian, French, German)
Nancy Drew: The White Wolf of Icicle Creek (French)

Reworked art assets as needed for localization of the games.
I completed these contracts well under the anticipated time.
3Ds Max, Photoshop, AfterEffects.

Microsoft Aces: Environment Artist 10.08 - 01.09

Microsoft Flight Simulator 11

Working on the Flight Simulator Team I designed all of the new terrain tiles and airport maps for FS11. I'm very proud to have been a part of this team.

Photoshop, 3DsMax

Ballena Technologies Inc: Intern 3D Modeler 3.07 - 6.07

Modeled stadium suites for web visualization from video and photos.

Freelancer/ Contractor 12.07 - ongoing

Working various project roles including Art and Technical Lead.

Summarized below:

Zota Soda: 3D Modeling/ Compositing

Promotional Commercial

Helped produce a 15 second commercial for promotional events. Working with Zota to modify the original plan by adding 3D elements.

3ds Max, AfterEffects, Photoshop

Integrated Technologies: Freelance Editor/ Composer

Short Animation - "Through the Eyes of Madness"

Worked with a team of animators to create a 5 min short animation it was shown at Sundance and Broadcast on PBS.

I was the Art and Technical Lead, and compiled the final work.

Produced in HD under a deadline of 2.5 weeks.

Flash, AfterEffects, Premier, 3Ds Max, Photoshop.

Binniza Studios

logo animation

Worked with Binniza to produce a logo animation for their short segments on Public Broadcast. Broadcast in Seattle and New York.

AfterEffects, Photoshop.

Awards:

1st Place National Winner, Computer Generated Art

"1999 International Aviation Art Contest"

Awarded by The National Aeronautic Association

Other Work:

Everett Public School District: IS Intern 6.04- 6.07

Duties: Supporting site technicians with tickets and work overflow;

troubleshooting; and installation of networks, and new computer systems

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