



# Mikeal Simburger

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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:

- 11 Shipped Games for 7 Titles (HER Interactive)
- Cut localization time in half (HER Interactive)
- Short Animation shown at Sundance (Integrated Technologies)
- Community Volunteer

## Education:

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

## Work Experience:

Her Interactive: Environment Artist 03.10 - 06.10

*Nancy Drew: Secrets Can Kill, Remastered*

As the Environment artist I updated or replaced artwork for the re-release of their first game, so that it would match their current design standards, continued OS compatibility, and be released for Mac for the first time.

In addition I helped build a new company wide render farm, defined job submission, cue management, and licence management.

Completed 2 weeks early.

3Ds Max, Photoshop

## Her Interactive: 3D Localization Artist 02.08 - 2.10

*Nancy Drew Dossier: Resorting to Danger (French)*  
*Nancy Drew Dossier: Lights, Camera, Curses! (German, French)*  
*Nancy Drew: Ransom of the Seven Ships (French)*  
*Nancy Drew: The Phantom of Venice (Russian, French, German)*  
*Nancy Drew: Legend of the Crystal Skull (French, German)*  
*Nancy Drew: The White Wolf of Icicle Creek (French)*

Modifying 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 photos. and video

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

## Community:

3DsMax Forum Moderator since 2006

500+ members <http://groups.google.com/group/3dstudiomax>

Reflections Art Contest Judge (2009, 2007)

As a volunteer for The Everett School District I judged art for the PTA Reflections Program.

Senior Project Mentor -Cascade High School (2008)

As an animation expert I mentored a high school student in his senior project, which is a graduation requirement. He had previously failed, and was struggling but he passed with my mentoring.

## Awards:

1st Place National Winner, Computer Generated Art

"1999 International Aviation Art Contest"

Awarded by The National Aeronautic Association

## Other Work:

Everett School District: Information Systems 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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