

Mike Hustis
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OBJECTIVE:

To become a valuable employee as a 3D Artist, and to work in challenging and exciting environments to push myself as an artist, as well as helping to create quality 3D content. I have worked on hundreds of cars for photoreal renders. I've also worked on two published game titles: Jillian Michaels Fitness Ultimatum 2011 and Mathews Bow Hunting.

QUALIFICATIONS:

Software:

- 3D Studio Max
- Maya
- Photoshop
- After Effects
- Nuke
- V-Ray
- SDK/Unreal Engine

Skills:

- Low and High poly modeling
- UV Unwrapping
- Texturing
- Lighting
- Maintaining polygon and texture size budget
- Photoreal rendering
- Material bulding

EXPERIENCE:

Hustis3D Freelance *September 2014-Current*

- Ave Media
- TDM Architects
- Studio Transcendent
- Portraits of Hope
- Batalash Beauty

Evox Productions *January 2011–September 2014*

3D/CG Generalist *July 2012–September 2014*

- Worked with a small team creating photoreal car renders with involvement in all aspects(Modeling, Lighting, Rendering, Compositing, etc.)
- Created textures and complex materials
- Produced high quality sample content for clients

3D Modeler *January 2011–July 2012*

- Modeled high poly vehicles and parts for photoreal renders used in automotive image library
- Helped construct pipeline
- Trained modelers on pipeline and modeling standards
- Managed outsourcing and freelance artist assignments

Collision Studios, 3D Artist Intern *April 2010–September 2010*

- Modeled and textured dynamic and static assets
- Lit environments

EDUCATION:

Bachelor of Science, Game Art and Design *October 2006 – December 2010*

Art Institute of California – Los Angeles, Santa Monica, California