

MIKE BARNUCZ

3D Modeling and Texturing

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Work Experience:	Embedded QA Tester VMC Game Labs – Vancouver, BC	Aug 2009 - Present
	<ul style="list-style-type: none">• Credited in EA Sports FIFA Online• Responsible for working closely with Software Engineers and Producers as an embedded tester• Involved in testing patch updates to the live game as well as new features in development• Trained in EA's internal QA process and software related to testing	
	Contract Artist ISWID Productions – Vancouver, BC	Sept – Nov 2009
	<ul style="list-style-type: none">• Coordinated with several other artists in creating a promotional illustrative coal mining animation• Modeled and textured various parts of the environment and mining equipment• Helped organize and render files	
	Contract Artist Pegasus Ventures Ltd. – Surrey, BC	July 2009
	<ul style="list-style-type: none">• Worked closely with the team leader on the industrial design and branding for an all-electric, sidecar motorcycle• Created logo mock-ups and promotional images for potential sponsors	
Education:	The Art Institute of Vancouver Diploma in 3D Modeling for Animation and Games	2007 – 2009
	<ul style="list-style-type: none">• Enrolled in various classes related to 2D and 3D art, as well as level design• Part of a 27 member team for a student game design project	
	North Island College Courtenay, BC	2005 – 2006
	<ul style="list-style-type: none">• Coursework in graphic design and fine arts	
Technical Skills:	Autodesk Maya <ul style="list-style-type: none">• 3D Modeling, UV Mapping, Lighting, Rendering, Baking Light Maps Adobe Photoshop <ul style="list-style-type: none">• Texturing, Normal Maps, Colour Correction, Digital Painting Pixologic Z-Brush <ul style="list-style-type: none">• Normal and Displacement Map generation, Sculpting, Creating seamless textures Adobe After Effects <ul style="list-style-type: none">• Basic compositing skills, knowledge of post-processing and rendering video	

References available upon request.