

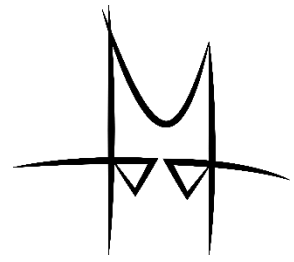
Michael Taranto - 3D Artist

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Location – Los Angeles, CA 90006



KEY SKILLS

Modeling Software: *AutoDesk Maya / Substance Painter & Designer / ZBrush / 3D Coat*

Editing Software: *Adobe Photoshop / Illustrator / Flash / Audition*

Engines & Systems: *UDK / Unreal 4 / Unity / Windows / Stingray*

EXPERIENCE

Blizzard Entertainment

Animation Quality Control: Volt Contract May 2017- January 2019

- Tested cinematics through the established artistic pipeline stages for any errors or bugs that could noticeably detract from the show's immersion for the audience
- Tested multiple shows of varying mediums simultaneously
- Gained proficiency in both using and testing cinematic tools: RV, Shotgun, and Tractor 2.0
- Tested assets and scenes for cinematic shorts/projects on multiple IPs
 - Hearthstone
 - "Hearth and Home", "New Pack Day", & "Win or Lose" Animated Shorts
 - 2D Motion Stories: Kobolds & Catacombs, Witchwood, Boomsday Project, & Rastakhan's Rumble Expansions
 - Starcraft: Remastered
 - In-Game campaign 2D Motion Stories
 - Overwatch
 - "Rise and Shine" Animated Short
 - "Honor and Glory" Animated Short
 - "Shooting Star" Animated Short
 - "Reunion" Animated Short
 - Overwatch Origins 2D Motion Stories: Brigitte, Moira, & Ashe
 - World of Warcraft
 - "Shadows of Argus" In-Game Cinematics
 - "Battle for Azeroth" Announcement Cinematic
 - "Battle for Azeroth" Horde & Alliance In-Game Cinematics
 - "Warbringers" 2D Motion Stories
 - Diablo
 - Diablo: Immortal Announcement Cinematic

Autodesk

3D Artist: Contracted July 2015 - October 2015

- Contributed to the creation of an interactive cinematic in a virtual reality space that launches with Autodesk's first published game development engine: Stingray
- Created three distinctive, yet simple, space ships to occupy the environment of a firefight scene
- Modified main cockpit asset that the user would pilot throughout the cinematic
- Created documentation for guiding a new user on how to use Stingray for the first time as a first-hand developer of the artistic pipeline
- Created textures, models, and other 3D assets
- Created basic animations, animation rigs, and props for first person perspective assets/templates

Emergent Media Center

Maker Lab Technician: Fall 2014 - Summer 2015

- Educated students, faculty, and Maker community members in Autodesk modeling software for personal 3D printing projects

- Aided in designs of future projects for the lab's promotional use across both Champlain College and Burlington's Maker community

Concept Artist: Fall 2011 - Fall 2012

- Created conceptual game board layout art for *Money* magazine interactive games
- Assisted game design for puzzle-style magazine games used to promote programs to engage younger audiences

Small Factory Productions

Animation Instructor: Summer 2013-2014 & Fall 2015 – Spring 2016

- Instructed children in learning frame-by-frame animation in Adobe Flash for their personal movies
- Assisted students in using the Unreal Engine for 3D animation and modeling for early game-development classes
- Provided background history of animation basics and how-tos for editing shots together for story progression

EDUCATION

Champlain College - Burlington, Vermont

Bachelor of Science in Game Art & Animation – May 2015

Studied Abroad – Montreal, Quebec - Spring 2014

Production Department – QA Tester – Spring 2011-Spring 2015

Senior Production – *NeverYear Games: "We Love Nuclear Armageddon"*

Awards: GameFest 2015 – Best in Show

Champlain Senior Showcase 2015 – Best Overall Game Design

Role: Lead Artist/UI Design/Producer

- Appointed as Lead Artist by team
- Created the original, lineless art style that progressed throughout game as inspired by period references
- Delegated tasks to other artists in team
- Created and drafted multiple designs for each aspect of the in-game interfaces
 - Resources/supplies
 - Missile units/aiming mechanic
 - Pop-up windows
 - Countdown timer
- Developed original, hand-drawn user interface features and crafted easy-to-navigate user experience/menus
- Created designs and 2D animations for each building and building upgrade for the Red planet/antagonist faction
- Developed hand-drawn/animated 2D transitional animations for
 - Construction
 - Destruction/explosions
 - Irradiated spaces
- Acted as graphic designer for promotional purposes of the game on social media
- Created original logos/designs:
 - Game titles
 - Merchandising
 - Three unique faction symbols

Completed Major Courses:

- | | |
|--------------------------|--------------------------------------|
| - 3D Modeling I & II | - Foundations of Concept Painting |
| - Game Production I & II | - Advanced Seminar in Conceptual Art |
| - 2D Game Art | - 3D Environments |
| - 3D Animation | - Game Environments |