



Mikeal Simburger

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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.

Accomplishments:

- 2 shipped title, and 13 Localized Games
- 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: Game Artist 07.10 - 10.10
Nancy Drew Mobile Mysteries: Shadow Ranch

I am created new backgrounds, minigames, and animations for this interactive book and is the only credited artist. To be released spring 2011.
3Ds Max, Photoshop, After Effects

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.
3Ds Max, Photoshop

Her Interactive: 3D Localization Artist 02.08 - 10.10

Nancy Drew: Trail of the Twister (French)

Nancy Drew: Warnings at Waverly Academy (French)

Nancy Drew: The Haunting of Castle Malloy (French)

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.

Awards:

1st Place National Winner, Computer Generated Art

"1999 International Aviation Art Contest"

Awarded by The National Aeronautic Association