

Michael George
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Education

2002–2006 *Rutgers University, Camden NJ*
BA in Art/Animation Emphasis, with honors

Software Proficiency:

- Softimage/XSI
- Pixologic Zbrush
- Adobe Photoshop, Adobe Illustrator
- Digital Fusion, Autodesk Combustion
- Adobe Premiere Pro

May 2006 *Inductee: Athenaeum Honor Society, College of Arts and Sciences, Rutgers Camden*

Work Experience

March 2008 Semerad VFX (Formerly Quietman Inc.), New York, NY
Freelance CG Artist

Tracked 3D objects onto live-action footage. Set up scenes for rendering.

April 2007–August 2007 Semerad VFX (Formerly Quietman Inc.), New York, NY
Intern (Part-time)

July 2006–March 2008 High Adventure Game Designs, Inc., Philadelphia PA
Technical Animator (Tahana: Out of Ruin)

Responsible for building character rigs, animating, and preparing the animations for export into the game engine.

July 2005–March 2008 Target, Burlington NJ
Sales Floor Associate

Fall 2005 Paul Robeson Library, Rutgers University, Camden NJ
Electronic Arts Intern

Worked on redesigning the “How to Avoid Plagiarism” online video tutorial. Involved critical thinking and collaboration. Used Adobe Illustrator/Macromedia Flash to create characters and Softimage/XSI for backgrounds.

July 2004–Jan. 2005 Defense Commissary Agency, Fort Dix NJ
Produce Department

Achievements

May 2006 Exhibited Original Animation Short, “Let’s Bowl”
Rutgers Camden Senior Thesis Show “Identity”, Camden NJ

April 2006 Artwork printed in “Matter” art book, Rutgers University, Camden NJ

Dec. 2005 Attended and completed the Softimage/XSI Advanced Technical Training
Seminar course, New York NY

Nov. 2005 Exhibited in “From Generation to Generation New Art”
Rutgers Camden Student/Faculty/Alumni show, Markheim Art Center, Haddonfield NJ