

Mike Carroll Jr.
(408) 888-0484
mcarroll@cestcop.com
www.cestcop.com

OBJECTIVE: Graphic Specialist/ 3D Artist/ Illustrator/ Video Producer

PROFILE: Able to create astounding digital imagery in a tight environment with extreme attention to detail.

QUALIFICATIONS

- Design, build and animate low and high polygon characters, objects and worlds
- Create realistic looking materials suitable for real-time and 3D animation
- Produce professional videos

SKILLS

3ds max, Character Studio, Natural Motions Endorphin, Life Forms, Shag:Hair, MultiGen Creator, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Sound Forge, Dreamweaver, Sony Vegas, CorelDRAW, QuarkXpress, MS Office applications, Texture Artist, Web Development, self-motivated, team player

PROFESSIONAL EXPERIENCE AND RESULTS

Senior 3D Artist
AIS, INC. 2005 to 2007
Monterey, CA

Provides services related to visual simulation and virtual reality.

- Built 3D buildings and landmarks for use in a virtual reality environment
[With little supervision or architectural source, accurately built San Diego's Petco Park in one month. This allowed time to create a *destroyed* state for terrorist scenario.]
- Made videos for company's PRISim™ system, including marketing versions
[Captured real-time scenarios from company's SVS™ system. Put together video, cleaned up compromised audio from an outside source, and produced highly polished piece.]
- Create animations of real-time characters
[Using Natural Motions Endorphin, created animated force states for scenario character, taking a light tap to a hit from an IED. Endorphin was also used to simulate characters carrying devices and objects of various weight. After a year with this tool, discovered tricks of achieving extremely realistic animations.]

Model Developer and Video Producer
Mike Carroll Jr. Productions 2002 to present
Mountain View, CA

Provides high quality 3D content for architectural, film, video and game productions.

- Produced video 3D animation for Westfield Valley Fair Mall, in San Jose, CA
[Created animated walkthrough of the shopping center, circa 1950s.]
- Create library models available through <http://www.Turbosquid.com>, which includes accurate vehicles with full interiors, weapons and buildings
[TurboSquid uses a screen-shot of one of these models on their front page -- the San Jose HP Pavilion arena -- to promote their site.]

Graphic Specialist
Computer Graphics Systems Development Corporation (CGSD) 1997-2002
Mountain View, CA

Provided products and services related to visual simulation and virtual reality.

- 3D Database Engineer and Texture Artist for the “AeroBall™” motion-based simulator game
[AeroBall was shipped to Space Camp in Mountain View, CA, which served as a popular attraction.]
- Graphic Artist for AeroBall’s posters and data sheets
[Saved the client an estimated \$900,000 in fabrication costs by instead building a realistic 3D model of his prototype. Rendered images were not only used for datasheets and tradeshow, but featured in RePlay Magazine.]
- 3D Database Builder and Texture Artist for company driving simulator
[Helped trim the project’s budget by approximately 60% without the need of extra artist staffing. The simulator’s realistic 3D graphics were a key feature at company trade shows and instrumental in landing major contracts.]
- Texture Artist for Bump Map Library™
[More than 500 realistic textures were created and shipped to the client on schedule. Because the quality exceeded anything on the market, a library was published as the company’s flagship product.]
- 3D Artist for in-air-refueling scenario
[Completed a 3D model and environment of an F-14 military jet interior/exterior, an A-6 air tanker exterior, and a refueling scene – all on schedule without a need for extra staffing.]
- Graphic Artist for videos, posters and datasheets
[Created multimedia content for company’s trade shows.]
- Technical Writer for web tutorials and software manuals
[Articles focused on how certain product demos were created with graphic tools.]

- Illustrator for government proposals (loaned out to General Dynamics Corp.)
[In a tight round-the-clock environment, hit the floor running to help meet an important deadline for a government proposal. Time and money were saved without the need to train. Proposal was completed on time for a presentation at the Pentagon.]

ACCOMPLISHMENTS AND HONORS

Published comic strip

Weekly comic strip, *Cest the Cop*, was featured in the Santa Clara American, a popular Silicon Valley newspaper

Highly publicized media coverage

Guest appearance on San Jose's channel 11 Sunday morning television show, ABC 7 Bay Area Focus and print news, spotlighting canvas and 3D digital artwork.

Turbo Squid newsletter

Two "Featured Artist" honors on major 3D model publisher website, *TurboSquid.com*

Public art display

Four canvas paintings on permanent display in the Mountain View Public Library.

Winning illustration

First Place award received from the *Corel World Design Contest*. Winning vector illustration featured in *Corel Magazine*. Published tutorial on artwork was featured in the book, *CorelDRAW7: The Official Guide*.

EDUCATION

Mission College, Santa Clara, CA from 1991-1994

Graphic Arts curriculum