Michael Cipponeri   3D-Artist

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Professional Profile

Creative and innovative 3D-Artist with a strong attention to detail. Broad artistic and technical skills with many media production software packages. Experienced in modeling, texturing and scene assembly. No stranger to working with 3D-scan data, class A surface data or poly models for game engine use and photo real rendering. Strong background in lighting and rendering. Additional experience in compositing software helps to create a quality final product. Excellent group communication skills and inspirational personality. I come with a great work ethic, and a drive to make the best product or experience I can!

Education

BACHELOR OF FINE ART AND ANIMATION | SEPTEMBER 2016 | ART INSTITUTE OF MICHIGAN

- MEDIA ARTS AND ANIMATION
- Dean's List 2012-2016

CNC CERTIFICATE | JUNE 2012 | MOTT COMMUNITY COLLEGE

- Computer Numeric Control Programming
- Created M and G code for CNC machines, programed and ran 2 axis and 3 axis CNC machines

Experience

3D ARTIST | DASSAULT SYSTEMES 3D EXCITE | SEPT 2017 PRESENT

- Created 3D renderings of vehicles using an assortment of 3D tools
- Lighting interior and exteriors of vehicles
- Retouching images using Photoshop and Nuke
- Creating materials and patterns for vehicles to create photorealistic quality images
- Creating pipeline tools for studio to help automate tasks
- Camera exploration and sequence setup

ANIMATOR, CINEMATOGRAPHER, COMPOSITOR, RENDERING ARTIST | TOYODA GOSEI | MAY-2015 MAR-2016

- Created training videos using many aspects of film and animation

3D-SCANNER | MILLIT5 | MAY-2015 OCT-2015

- Created 3D-Scans of Vehicles, full scale and smaller for class A surfacing and scan cleanup for rendering

Skills & Software

MODELING - Experience using Maya and Mudbox to create 3D models and sculptures

TEXTURING - Experience using Maya and its tool sets to create realistic materials in the hyper shader. I also use Mudbox, Quixel, X-Normals, Photoshop, and substance suite to create textures. I have high level understanding of UV sets and their power. I have a good understanding of color and great eye to find patterns.

LIGHTING AND RENDERING - Experience using Mental Ray for Maya, V-Ray for Maya, Unreal 4, HDR Light Studio, I Ray, and 3DO render engine. I have a great understanding of rendering engine sampling, memory utilization bit maps, mip maps etc .

SCENE ASSEMBLY - Experience using Maya and Unreal 4 to create scenes, stages and maps for games, movies and still renderings

SOFTWARE

- Maya
- Unreal Engie
- Mudbox
- Substance Suite
- Mental Ray

- V-Ray
- HDR Light Studio
- Quixel
- Photoshop
- After Effects

- Nuke
- Microsoft suite
- Shotgun / shotgrid
- Deadline
- Jira