

# Micah McNeely

[micahmcneely@gmail.com](mailto:micahmcneely@gmail.com) [www.micah3d.net](http://www.micah3d.net)

Phone 972-839-6060

## Skills

- Expert knowledge in Maya, Xsi, Zbrush ,Photoshop, After Effects, Mudbox . basic knowledge of Unity and Unreal Engine
- Experience with Illustrator,VFX pipelines, f/x post-production, television and working with both large and small teams some knowledge of 3Ds Max
- Strong attention to detail and well-developed written and verbal communication skills
- Follows schedules under strict deadlines
- Able to create hi quality art work in multiple styles

## Work

### **Client Anonymous**

*(3D Lead) -Sept 2012 to Present*

Modeling, Texturing, Basic rigging, Animation, Consulting and packaging models in Unity for Education game.

### **Crazy Bridge Studios**

*(Freelance 3D artist) -Dec 2013 and Dec 2014*

Modeled, UV mapped, and textured character prop for historical ship as well as model and textured Military aircraft for short film

### **Electrotank**

*(Freelance Vehicle artist) -July 2012 to July 2012*

Modeled, UV mapped, and textured Military style vehicles

### **Super Genius Studios**

*(Freelance Environment artist) -April 2012 to July 2012*

Modeled, UV mapped, and textured Environments and packaging them in UDK for PC game FORGE

### **Micah3D.net**

*(3d artist) -June 2008 to present*

Modeling, texturing, assembling various props, vehicles, environments, and logo designs for video games and logo designs

### **Element X-Creative**

*(Freelance 3d artist) -May 2008 to May 2008*

Modeled, UV mapped, and textured various props and Environment for a children's show

### **Janimation .Inc**

*(Freelance 3d artist) -Nov 2007 to May 2008*

*(Vertical Slice for Duke Nukem)*

*(Colonization Revolution/Civilization Revolution)*

Modeled, UV mapped, and textured various props and Environments as well as set up Pre-Viz animations and various visual effects

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## Miscellaneous

Certification in extended media studies

Sculpting, Painting, and Illustration

Interviewed by [Animation Insider](#)

## Education

### **Bachelor of Science Degree in Entertainment Business**

Full Sail University – Winter Park, Florida

Graduated: March 2007

### **Associate of Science Degree in Computer Animation**

Full Sail University – Winter Park, Florida

Graduated: June 2006

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## Recommendations:

**Joe Elwood** (*Editor at Lucasfilm*)

"I had the pleasure of working with Micah at Janimation. He is a talented and driven young artist who has a great eye for composition and style. He would be a solid part of any production. Micah is also an all around great guy."

**Cheryl Ray** (*Production Coordinator, Janimation*)

"Micah was a hard working professional with a willingness to go the extra mile. An easy going guy and a great team player. I would love to work with him again."

**Ludovick W. Michaud** (*Senior Technical Director / Creative Director and CG Supervisor, Janimation Inc.*)

"While Micah worked with us he showed great learning skills and was dedicated to his work, working the hours he needed to complete and most of the time over complete his tasks. Micah was a great addition to our team and he was a great executer. I gladly recommend him."

**Remo Wieland** (*Environment/ Character Artist at Anthem FX*)

"Micah was a great guy to work with. He had a clear passion for 3d arts, an ever cheerful and enthusiastic nature. His was always eager to lend a hand and do whatever he could to to help the team. His work was solid, and he showed real promise as an artist."

**Ryan McGeary** (*Animator at Naughty Dog*)

"Micah's a great guy to work with. He's an incredibly fun down to earth dude that would have no trouble being a leader and handling all the tough work that comes along with it."

**Jon Brouchoud** (*Owner Arch Virtual*)

"I just worked with Micah McNeely on a project, and was very impressed by his abilities, timeliness and professionalism. Thanks for a job well done!"

**Chris Covelli** (*Owner at Polygon Pusher Inc*)

"Working with Micah while at Janimation was a great experience. His eagerness and dedication to creating solid 3d models, for games, film or broadcast, made him a valuable member the team. I look forward to working with him again."

**Rares Halmagean** (*3D Generalist, Illustrator, Concept Artist, at Freelance*)

"Excellent work ethic, enthusiastic in tackling the tasks at hand and easy to work with. While working along side Micah he showed a great capacity for expanding his skill set, applying his knowledge in 3d modeling and animation on direction. Would work with him again."