

# Resume

## Michael Fitzhywel

E-mail: fullopants@yahoo.com.au

Web Folio: fitzhywel.com



## Objective Statement

With over 14 years of games and art industries experience I am still excited by the prospect of working with original ideas and bringing those ideas to life through illustration and 3d models. With an eye to constantly improving my skill set and artistic abilities.

## Skills and Software Proficiencies

- **Illustration**, via digital and natural media. Skilled in a multitude of styles from quick, characterful images, to comic art, to complex polished works.
- **Concept Art**. Characters, creatures, machines and environments from the subtle to the fantastic. Experienced in taking direction and modifying concepts through iteration.
- **3D Modelling** (low & high poly non-character models), UVW mapping, and animation basics Primarily via 3DS max, but also Z-brush and Topogun. Professional experience has been focused around props, plants, vehicles, buildings, weapons and robots.
- **2D Texture Art** via direct painting or photo manipulation in Photoshop
- **Sprites and Tile Art**. Experienced in making art that seamlessly tiles, or is ultra optimised.
- **Photography**. Understanding of photographic principals, composition, lighting and experienced in DSLR use.
- **Specific Software Skills**. Adobe Photoshop, 3DS Max, Z-brush, Topogun, Unity
- **Task / Dependency tracking**, time estimation, source control and bug tracking through in-house software, Perforce and Subversion (SVN)
- **Strong communication skills** gained through interpreting written and spoken briefs in order to create assets that complied with specifications and met client needs.
- **Excellent collaborative skills** gained through working in a team dependency environment with consultation between various departments.
- **Ability to work independently** gained through working on smaller projects with a high degree of autonomy and responsibility. Including making assets for, and running my own kickstarter campaign.

## **Work History**

### **Self Employed - 'The Witch Cult' game**

*Sole creator responsible for 'The Witch Cult' game and kickstarter campaign . April 2016 - March 2017*

Responsibilities:

- Creation of all 2d assets from concept through to in-game versions.
- Creation of promotional art and illustration.
- All Game design, unity use, basic C# scripting and social media promotion.

### **VR Space - Simulation Software**

*Content developer. Mining, Fire, Police and Rail training software. March 2014 – April 2016*

Responsibilities:

- Creation of 3D assets from initial mesh, unwrap, textures, including normal maps, specular maps and basic animation.
- Error checking and problem solving of 'in-game' assets.
- Working with code teams to ensure smooth integration of art assets into engine.

Product worked on:

- A simulation model of underground & open-cut coal mining. Focus on mathematically and visually 'real world correct' models, for use in training.
- A simulation model a suburban block, for police procedure training
- A simulation model of the Brisbane CBD, for Police training
- A simulation model of a 300kilomter stretch of rail, for familiarity training
- A simulation model of a suburban block, with natural disasters and fires, for emergency services training
- A collection of demonstration furniture items, for a furniture hire firm

### **Short Contracts and Freelance:**

*Self employed between Sep 2013 and Feb 2014*

Commission life drawing, photography, book illustration, concept art and game asset creation.

### **Krome Studios – Video game studio:**

*Game asset Illustrator, concept artist and 3d Modeller. August 2012 to August 2013*

*Mid-level 2D illustrator, concept artist. July 2010 – Sep 2010*

*Senior prop artist. Oct 2005 – July 2010*

Responsibilities:

- Creation of 3D props from initial mesh, unwrap, textures, including normal and specular maps plus basic animation.
- Creation of original concept art from scratch or paint over
- Creation of polished illustrations and user interface assets.
- Helping to train and providing support for new staff.
- Researching new production techniques and optimising existing production techniques.

Error checking and problem solving of in-game assets.

Working with code teams to ensure smooth integration of art assets.

Achievements:

Creation of tutorial lessons and 'how to' guides.

Personally developed techniques and processes that were adopted by the team.

Creation of original ideas, concept art for zombie game pitch.

Games worked on with Krome.

'TY the Tasmanian Tiger' 2D Platformer, Illustrator, Asset Artist.

'TY, Bush Rescue' - Facebook game. Mid-level Illustrator

'Blade Kitten' - Xbox 360, PS3. Senior Prop Artist.

'Clone Wars - Republic Hero' - Xbox 360, PS3. Senior Prop Artist.

'Star Wars The Force Unleashed' – PS2, PSP, Wii. Senior Prop Artist.

'Hellboy – The Science of Evil' – Xbox 360, PS3. Senior Prop Artist.

'Gunyip' (unreleased) - Mid-level Prop Artist

### **QinetiQ – Technologies division:**

*Senior content developer, mining simulation software. Feb 2011 – March 2012*

Responsibilities:

Creation of 3D assets from initial mesh, unwrap, textures, including normal maps and specular maps and basic animation.

Creation of basic particle systems

Error checking and problem solving of 'in-game' assets.

Working with code teams to ensure smooth integration of art assets into unity.

Product worked on:

A simulation model of both underground and open cut coal mining, with a focus on mathematically and visually 'real world correct' models, for use in 360 degree stadium simulation.

### **Halfbrick Studios – Video game studio:**

*Junior to Mid level sprite artist. Oct 2003 – Oct 2005*

Responsibilities:

Creation of 2D Sprite assets and animation.

Learning production techniques and building upon them.

Coordinating and liaising with other contractors, artists and designers

Games worked on with Halfbrick.

'TY 3 Night of the Quinkin' – Gameboy Advance. Mid-level sprite artist and level design.

'Ty 2 Bush Rescue' - Gameboy Advance. Junior Sprite artist

'Fuzz and Rocket' (unreleased) - Gameboy Advance. Junior Sprite artist

**Qantm Productions – Web Development:**

*Junior production artist Aug 2002 – Oct 2003*

Responsibilities:

Creating Illustration and concept art assets for educational products.

Coordinating with in-house production staff.

Working independently with the basis of an initial brief

**Education**

Advanced Diploma: Information Technology (specialising in games)