

MICHAEL PATRICK CLARK

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SENIOR 3D ARTIST 2007 - Present | Volition, Inc - Champaign IL



- Modeled, textured, and rigged all weapons
- Concepted several from start to finish
- Adapted underslung "heavy" concepts to rifle concepts
- Modeled, textured, and set up spider "walkers" and Mining Exo
- Created Cinematic and Marketing assets related to vehicles and weapons
- Created a high poly 'greeble' library and shared with artists
- Created a series of standardized material libraries for environment, vehicle, and character artists
- Provided outsourcing feedback and direction
- Modeled, textured, and rigged all weapons
- Modeled, textured, and rigged all special ability backpacks
- Modeled, textured, and set up several vehicles, including combat walker
- Concepted several weapons and backpacks
- Created all ambient life props
- Created all team color variants for multiplayer player characters
- Created additional multiplayer gameplay assets
- Pinch hitter - assisted with vfx, character art, marketing, UI, and environment art as needed for various deadlines

ADDITIONAL STUDIO ACCOMPLISHMENTS

- Provided Mentoring and Instruction for all art disciplines, especially in regards to subdivision modeling, 3ds Max, and Photoshop
- Created 70 page High Poly Workflow document explaining the workflow and providing a number of tutorials, techniques, etc. This was distributed throughout the studio and later THQ
- Received Rookie of the Year award in 2007

BACKGROUND

EDUCATION

Rochester Institute of Technology
2001-2006

BS in Multidisciplinary Studies
concentrations in New Media Design, Business

SKILLS / SOFTWARE

3DS Max
Photoshop
zBrush
Crazybump
UDK
MS Office / One Note

Hard Surface Modeling
High/Low Poly Modeling
Texture Painting
Material Setup
Modeling for Animation