

Michael Fiorello

Game Artist

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<https://mafiorello117.wixsite.com/portfolio>

Skills

- Graphic Design
- 3D Modeling
- 2D/3D Rigging
- Animation 2D and 3D
- Gameplay Testing

Tools

- Adobe Photoshop/Illustrator
- Adobe After Effects/Premiere
- Adobe Animate
- Maya
- Unreal Engine 4

Experience

Void Arts – *Reaver* – Lead Artist

January 2019 – Present

- Oversaw and assisted in asset creation to ensure quality
- Modeled 15+ Environmental assets/sets and created 35+ materials
- Assisted in the creation of guide documents and ASG
- Modeled and skinned player and enemy models

Bombardment Studios – *Death by Oil* – Artist/Animator

August 2018 – December 2018

- Responsible for creating and animating player legs and animating enemies
- Modeled and Textured 15+ Environmental Assets
- Rigged Player, enemies and 2 environmental objects
- Animated Environmental Objects synchronized to sound

Casual Knights – *Cyber Slice* – Background Artist/Animator

January 2018 – May 2018

- Assisted in formation of game concept/narrative
- Designed seamless panel backgrounds for 2 levels
- Animated 2 end level bosses

Education

University of Central Florida

May 2019

- B.A. Digital Media – Game Design

Daytona State College

Dec 2016

- Associate of Arts