

# Michael Nicolas

CG Artist

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## Profile

Michael Nicolas is a fast learner with a keen interest in modeling. He is enthusiastic in 3D animation, and has strong inter-personal and problem solving skills. He is a team player motivated by respect for others.

Software	Skills
Autodesk Maya	Modeling, Animation
Adobe Photoshop	Texturing
Autodesk Mudbox	Digital Sculpting

## Education

- British Columbia Institute of Technology, Burnaby B.C. 2008
  - Digital Animation Certificate

## Work Experience

- Lux Visual Effects, Vancouver B.C. April 2009 – Current

### Altitude

- Characters, model/sculpt/texture
- Props, model/sculpt/texture

### Mongolian Death Worm

- Characters, model/sculpt/texture,
- Set Geometry, model/matchmove

### Discovery Channel, Love in the Time of Dinosaurs

- T-rex, Titanosaur, Stegosaurus, model/sculpt/texture

### Goblin

- Set Geometry, model/matchmove
- Props, model/texture

### Mandrake

- Creature, sculpt
- Set Geometry, model/matchmove

-NCIX/Netlink Computer Inc. Richmond B.C. 2006-2007

Customer Care Representative

- Served as a primary customer contact
- Instrumental in problem-solving and oversee returns and credits
- Respond to and answer questions and inquiries regarding shipments and orders via email or phone
- Co-ordinate with production manager to ensure necessary product availability

References available upon request