

Michael D. Fisher

Education **North Carolina State University** (1998-2001) Raleigh, NC
BS in Computer Science May 2001

Work Experience

Simulacrum Productions LLC (6/10 - 12/10)
Owner

- designing/modeling characters for a short film
- scripting in PyMel: a render pass toolkit for Maya/Mental Ray
- building a UI in QT Creator: UI for the Mental Ray render pass toolkit

Picture Mill (4/10 - 5/10)
Freelance Maya Generalist

- particle dynamics: setup, shading, animating, rendering

Ntropic (4/10)
Freelance Maya Generalist

- modeling, rigging, texturing, lighting and animating, a growing tree sapling
- rigging, texturing, lighting, animating, a growing adult tree

Mark Wurts Design (2/10 - 3/10)
Freelance Maya Generalist

- particle dynamics: setup, shading, animating, rendering

Simulacrum Productions LLC (8/09 - 1/10)
Owner / Operator

- sketching preliminary character designs for short film
- working on sound design

Simulacrum Productions LLC (8/09)
Owner / Operator

- designing, programming and testing a multi-object renaming plugin for Maya using Maya's C++ API

Motion Theory (6/09 - 7/09)
Freelance Maya Generalist

- animating, assisting with rigging

Brand New School (4/09 - 5/09)
Freelance Maya Generalist - CG Lead

- all tasks in 3d pipeline

Simulacrum Productions LLC (2/09 - 3/09)
Owner / Operator

- development of designs for a short film

Brand New School (12/08 - 1/09)

Freelance Maya Generalist

- all tasks in 3d pipeline

Furious FX (6/08 - 12/08)

Maya Generalist

- developing look / creating photo-real digital set
- modeling, UV mapping, texturing, shading, lighting
- setting up multi-pass Mental Ray renders
- advising on render pipeline issues

Digit International / Moneyshots Post (4/08 - 5/08)

Freelance Maya Generalist

- rigging proxy character geometry for matchmove
- painting fur and fur attribute maps in Maya
- lighting, render setup
- setting up particles for dusty vehicle/environment interaction

Brand New School (3/08)

Freelance Maya Generalist

- lighting, modeling, tracking

Logan VFX (11/07 - 2/08)

Freelance Maya Generalist

- shading objects and setting up Mental Ray renders (subsurface scattering, displacement mapping, caustics, reflections, shadows, etc.)
- UV mapping
- creating particle systems (for missile trails and flocking birds)
- optimizing very large Maya scenes for rendering
- modeling, texturing and lighting buildings and props
- tracking

1741 Films (7/07 - 11/07)

Freelance Maya Generalist

- all aspects of 3d pipeline

Eight VFX (11/06 - 5/07)

Freelance Maya Generalist

- all aspects of 3d pipeline

Yu+co (11/06)

Freelance Maya Artist

- 3d animating

Moneyshots Post (9/06 - 10/06)

Freelance Maya Artist

- tracking, modeling, texturing, lighting

Zoic Studios (8/06 - 9/06)

Freelance Maya Artist

- setting up particle dynamics
- lead particle dynamics

Moneyshots Post (5/06 - 7/06)

Freelance Maya Artist

- modeling, texturing lighting
- troubleshooting Mental Ray rendering

Zoic Studios (2/06 - 4/06) interleaved with work at Yu+co

Freelance Maya Artist

- setting up/animating rigid body, particle and fluid dynamics
- some assisting of dynamics lead TD in pipeline setup
- 3d modeling, texturing, shading, lighting, animating

Yu+co (12/05 - 4/06) interleaved with work at Zoic Studios

Freelance Maya Artist

- 3d modeling, texturing, animating

Hydraulx (8/05 - 10/05)

Freelance Maya Artist

- 3d modeling, texturing, animating

Yu+co (6/05 - 7/05)

Freelance Maya Artist

- 3d modeling, texturing, animating, mel scripting

Moving Pixels (5/05 - 6/05)

Freelance Maya Artist

- animating, fluid effects

Yu+co (1/05 - 4/05)

Freelance Maya Artist

- 3d modeling, texturing, animating, mel scripting

Base 2 Studios (11/03 - 12/03)

Freelance Maya Artist

- 3D modeling, particle animating

Freelance Artist (8/03 - 11/03)

Freelance Maya Artist

- supervising on-set VFX, green screen, tracking marks etc.
- 3D tracking, modeling, texturing, animating

The Syndicate (7/03)

Freelance Flame Artist

- rotoscoping for Music Video

Dreams Factory (7/02 - 4/03)

Maya Artist

- all jobs in the 3D pipeline (modeling, texturing, painting, animating, scene setup, etc.)

**Software
Packages**

- Maya - all aspects of 3d pipeline - Mel scripting - some Maya API C++ programming
- Zbrush - 3d modeling / texturing
- Photoshop - painting and manipulating maps for textures in Maya
- Rush Render Queue - queuing using Rush Submit - job management using Irush, Onrush, Rushtop
- After Effects - quick comps - animated map generation.
- Illustrator - wire import to Maya for geometry creation, beveled text, etc.
- Boujou - 3d tracking