

# MICHAL KRIUKOW

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Australia

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- OBJECTIVE** An organic modeler position in an organization where advanced knowledge of anatomy, form and technical understanding of topology is required.
- SUMMARY** Highly motivated, creative artist with over five years of experience in 3d modeling and texturing. Unique mix of skills combining classical sculpture training with the technological requirements of a VFX production pipelines. Expert in newest modeling techniques, including displacement and normal mapping. Team player committed to pushing boundaries and deliver the highest level results within set time frames.
- ACCOMPLISHMENTS**
- Implemented normal mapping technology into The Orphanage pipeline.
  - Academy of Art University Spring Show 2005 winner for the best texture.
  - Work presented at SIGGRAPH 2005.
  - Frequent guest speaker in the Academy of Art University on the topics including UV mapping, texturing and modeling pipelines.
  - Modeled the main character for the Platige Image's short film "Kinematograf".
  - Modeled the main character for the SuperGenius' short film "Bowlin' Fer Souls 2".
  - Winner of the www.max3d.pl 3d illustration contest.
  - Kota Press Award for 3d illustration.
- TECHNICAL SKILLS**
- 3d modeling in Autodesk Maya, Autodesk 3D Studio Max, Pixologic Zbrush 3, Mudbox, Luxology Modo, Nevercenter Silo.
  - Resurfacing in Headus Cyslice, Topogun, Maya, Silo.
  - Laying out UVs in Headus UV Layout, 3D Studio Max, Maya.
  - Texturing in Adobe Photoshop, Maxon Bodypaint 3D, Zbrush.
  - Rendering in Renderman, Mental Ray, Illuminatelabs Turtle, Brazil.
  - Web design in HTML and Flash.
  - Programming in Action Script, basic MEL, basic C++.
  - Knowledge of Unix and Linux OS.
  - Editing and Post in Adobe After Effects, Adobe Premiere, Final Cut.
- PROFESSIONAL EXPERIENCE**
- Animal Logic, Sydney, AU (2007/2008)-Senior modeler (Guardians of Gahoole, Australia)
  - The Orphanage, SF, US (2006/2007)- Lead modeler (Grindhouse, Fantastic Four 2, Pirates of Caribbean 2, Die Hard 4)
  - Sony SCEA, San Diego (2006) – Character modeling, texturing
  - Platige Image, Warsaw,PL (2006) – freelance character modeling.
  - The Orphanage, San Francisco, US (2005) - Look development, texturing and modeling digital doubles.
  - SuperGenius, San Francisco, US (2005) - Character modeling.
  - People Can Fly, Warsaw, PL (2004) – Character texturing
  - Matrix, Zielona Gora (2002) – Unix Network Administration.
- EDUCATION** Academy of Art University, San Francisco, BFA (2006)
- LANGUAGES** English (Fluent), Russian (Fluent), Polish (Fluent)

*References and demo reel available upon request*