

Mike Pantano

3D Artist

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WORK HISTORY

Embodee, Portland OR — 3D Production Artist

JANUARY 2017 - MARCH 2017

Prepare materials and textures for CAD models to be rendered on client website. Worked with a large product line usually handling multiple models at any given time. Troubleshoot and repair client side display errors.

Savoy Studios, Portland OR — 3D Lead

JANUARY 2015 - NOVEMBER 2016

Design and visualize art glass installations. Efficiently manage time between several projects with different deadlines while working with clients to help design art glass installations for commercial and public settings. Model concepts in 3DS Max and render in Keyshot. Prepare cut files for parts in Illustrator.

RELATED EXPERIENCE

Lombo Bardi Productions/Taylor Twin Productions

Neil Stryker and the Tyrant of Time - VFX

Modeled, textured, and composited 3D assets for use in the film.
Modeled in Maya and textured in Photoshop, Compositing done in Nuke.

The Art Institute of Portland

Student Production Team "Sweet Dreams" - Modeling and Texturing

Modeled and textured various assets, including one of the main characters "Fox" in accordance with all concept drawings and revisions.
Modeled in Maya and textured in Photoshop.

SKILLS

3D Modeling
Digital Sculpting
Tracking and Compositing
Texturing
Rendering

SOFTWARE

Maya
3DS Max
Zbrush
Substance Painter
Photoshop
Illustrator
Keyshot
Vray

EDUCATION

The Art Institute of Portland, Portland OR

Bachelors of Fine Arts in Media Arts and Animation