

Michael Pierzchala

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Freelance 3D Generalist

Strengths

- Strong artistic sense, i.e. form, color, composition etc.
- Proficient in producing clean meshes with good topology and polygon count
- Tried and tested problem solver
- Well rounded understanding and or skills, of almost all aspects of 3D, i.e. modeling, texturing, rigging, animation etc.
- Good understanding of the production pipeline.

Proficient or strong working knowledge of the following software packages:

- Lightwave 3D 12+ years of experience (starting at age 11.)
- Unity 3D 8+ years
- ZBrush 6+ years
- 3DS Max 5+ years
- Maya 5+ years
- Photoshop 5+ years

Experience

- Multiple 3D freelance gigs (2019-2022)

 - 3D generalist assignments for various clients.

- Summer production internship at Walt Disney Studios (2019)

- Created an indie game (2014 - 2017)

 - I created all 3D aspects of the game i.e. assets, lighting etc. As well as developed it in unity 3D

- Volunteered at Oregon Museum of Science and Industry (2015)

Education

- Archived high marks in multiple classes from the Gnomon school of visual effects (2016-2017)

- Earned a two year certificate from Clackamas Community College. (2014 - 2015)

- Volunteered at Oregon Museum of Science and Industry (2015)

- Participated in the 2013 International Lightwave 3D Space Station Contest (2013)

- Homeschooled all the way through high school (started teaching myself Lightwave 3D at age 11)