

Michael Dunnam

3D Artist mdunnam@gmail.com
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EXPERIENCE:

Meggitt Training Systems

2006-2019

Lead 3DVFX Artist

- Working in a team-oriented environment to design and develop terrains/environments from start to finish for military simulation.
- Strongly self-motivated to stay ahead, set personal deadlines, and go above and beyond what is asked.
- Unreal Engine Level Design and Prototyping
- VR Development
 - Oculus
 - Magic Leap
 - Mobile Development
- CryEngine 3 Level Design and Modeling
- CryEngine 3 AI Scripting / Flowgraph
- Proposal Videos using CryEngine 3
- Terrain Modeling and Texturing
- Architectural Modeling and Texturing
- Vehicle and Prop Modeling and Texturing
- Logo / Label Design
- Marketing Concepts and Rendering
- Prototype Design for Manufacturing
- Hi-res modeling for Normal Mapping

- Released Products / Terrains:
 - Lead of the EST II Army Contract
 - Lead of the ISMT Marine Contract
 - Pristina 2010 – Lead
 - COTS 2007, 2008, 2009, 2012 (Database of Models and Terrains)
 - Singapore ITTC Trainer
 - Fans Hill, Scotland
 - Singleton, Australia
 - Puckapunyal, Australia
 - Kandahar, Afghanistan

VFX Mill

2012-2015

Partner / Extreme Texture Resolution Specialist

- Company Marketing and Strategic Direction
- Website Management and Development
- Texture Photography and Photoshop Editing
- Location Scouting and Scene Development

- 3D Scene Recreation

Rapid Reality, Atlanta, GA

2005-2006

Environment Artist / 3d Modeler

- Working with the Kaneva Game Engine, Klaus Entertainment
- Strong team working skills to achieve goals and meet deadlines.
- Environment and Level Design for MMO (*The Chronicle*)
- Architectural Modeling
- Special Effects Programming
- Texturing and Unwrapping

Freelance/ Contract Artist

2000-Present

- Working with client companies on contract basis.
- Knowledgeable and professional interaction with customers.
- Strong skills in marketing strategies and networking.

- NAND Logic
- ARB Studios
- Firearms Training Systems
- Kungfjackrabbit Studios
- Unreal Studios

Digital Play, Atlanta, GA

2001-2004

Owner / Designer

- Rapid production of 3d Models
- Web site layout and design
- UI and UX Design
- Composite and Coded Flash, HTML, PHP, MySQL

EDUCATION:

The Art Institute of Atlanta, Atlanta, GA **2000-2005**
Bachelor of Fine Arts
Major: Media Arts and Animation

Gwinnett Technical College, Atlanta, GA **2010-2010**
Project Management, Microsoft Project Training
MS Project Certification, Fundamentals Course, Advanced Course

University of South Alabama, Mobile, AL **1999-2000**
Computer and Information Science

DIGITAL MEDIA:

Unreal Engine
CryEngine 3 Sandbox
CryEngine 3 Flowgraph
Zbrush
Substance Painter
Substance Designer
3D Studio Max
Photoshop
V-Ray
Mental Ray
Arnold
Maya
Aurora Engine
Kaneva Game Engine
SDS Engine

HONORS:

Presidents List
The Art Institute of Atlanta **2000-2001**

Deans List
The Art Institute of Atlanta **2001-2005**

Ambassadors Club
The Art Institute of Atlanta **2002-2005**