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## PROFILE

I'm Mike Avramis, an award winning 3D Artist from Athens, Greece. With over a decade of professional experience in the CG industry I have worked among other on films, TV commercials & mobile games. Nowadays, I work as a Self Employed Digital Sculptor in the toy industry. Some of my clients include Judgement Game, Para Bellum Wargames, Draco Studios, Metal Oak Studios and others. Working as a team player and being self motivated, I'm able to work under pressure to meet tight deadlines, move from one task to another without losing focus whilst maintaining quality. Through work and applying new software and techniques, I'm always striving to develop my skills in order to succeed and progress in my career.

## EDUCATION

### 2003

Graduate Technical Professional High School: Support Systems, Applications and Networks Division of Information and Technology.

### 2006

Graduate Intergraphics College: 3D Animation, Computer Graphics & Multimedia.

## LANGUAGES

- Native Greek
- Fluent English

## AWARDS



**LEAD ARTIST**  
**IXOR VFX**  
Greece - 2014

**TOUMPA WORLD**  
Amita Fun! Mobile Game

**CATEGORY**  
Branded Games,  
Tools & Tech

**CLIENT**  
Coca Cola



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Coca Cola

## PROFESSIONAL EXPERIENCE

### ■ SELF EMPLOYED - MikeAvramis.com | Digital Sculptor

November 2019 - Present

Freelance digital sculptor creating highly detailed characters & creatures for toys and collectibles, for plastic, resin, and 3D print.

### ■ PARA BELLUM WARGAMES - para-bellum.com | Digital Sculptor

December 2016 - October 2019

Responsible for sculpting & mould preparation. Created highly detailed, fully engineered production-ready miniatures for mass production with plastic injection moulding & resin.

### ■ CORRECT - correct.gr | 3D Artist / Motion Graphics

August 2015 - August 2016

Working as a generalist on 3D & 2D commercial work for TV, web and corporate videos.

### ■ MAD TV - mad.tv | 3D Artist / Motion Graphics

July 2015 - August 2015 (Contract)

### ■ TAKTUS Games Studio | Co-Founder / Lead 3D Artist

January 2015 - June 2015

We created video games and applications for mobile devices and web, developed in Unity 3D.

### ■ IXOR VFX - ixorvfx.com | 3D Artist / Generalist

October 2013 - December 2014

Lead 3D artist for the award winning video game Toumpa World (client Coca Cola), developed in Unity 3D. Generalist responsible for 3D modeling, texturing, motion graphics, compositing and prep work for TV & Film.

### ■ REBEL CREW GAMES - rebelcrewgames.com | 3D Artist

June - July 2013 (Contract)

3D & 2D Artist responsible for developing assets for mobile games and applications, developed in Unity 3D.

### ■ PLAISIO COMPUTERS - plaisio.gr | 3D Artist / Motion Graphics

March 2013 - May 2013

Part of the marketing division. Creating motion graphics & 3D assets for in-store and web use.

### ■ TOMAHOK HOOD BRANDED - tomahok.com | Freelance 3D Artist

February 2012 - December 2016

Created all animations and promotional videos for social media TV and website.

### ■ UNDO POST HOUSE - undo.gr | 3D Artist / Motion Graphics

September 2006 - December 2011

Responsible for modeling, texturing & rendering characters, sets & props, keyframe animation, motion graphics & prep work for TV/Cinema commercials.

### ■ HELLENIC MILITARY SERVICE

August 2003 - August 2004

Completed year long mandatory Hellenic military service.

## SOFT SKILLS

- Self motivated
- Keen to learn new skills and techniques
- Strong passion for creating characters
- Taking a proactive role in all areas of a project
- Positive thinking
- Organization skills
- Problem-solving
- Attention to detail
- Receptive to feedback
- Teamwork / Collaboration
- Written / Oral communication skills

## SOFTWARE EXPERIENCE

ZBRUSH	KEYSHOT
3D COAT	3DS MAX
PHOTOSHOP	AFTER EFFECTS
CHITUBOX	PREFORM
MESHMIXER	MUDBOX

## REFERENCES

Stavros Halkias, Managing Director  
Para Bellum Wargames Ltd.  
Stavros.Halkias@Para-Bellum.com

## HARD SKILLS

- Strong knowledge of 3D Rapid Prototyping & Digital Modeling in Zbrush.
- Product design and creation focusing on toys & collectibles.
- Ability to create & engineer figures for mass production in Plastic / Resin (Injection Molding / Casting).
- Ability to hollow, cut and prep assets for 3D printing (SLA/DLP).
- Able to model both organic and hard-surface assets in ZBrush.
- Clear understanding creating miniatures for different sizes.
- Knowledge of human anatomy, form and silhouette.
- Ability to lead a team of artists.
- 3D printer operation and maintenance knowledge.
- Knowledge of rendering, light and composition.
- Graphic design & motion graphics skills.
- Experience with keyframe & stop motion animation.
- Compositing skills.