

Michael Dunnam

Lead/Senior 3D Artist
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EXPERIENCE:

Deep Silver Volition

2020-Present

Senior Artist II

- Project Development: Saints Row 5
- Creating environments with storytelling.
- Responsible for the creation of 3 mission districts from Gray-Box to completion, including level design.
- Designed and developed natural terrain in a team-oriented environment.
- Iterative modeling based on polish notes and feedback.

Xsolla

2020-2020

Senior 3D Environment/Prop Artist

- Project Development: Game Developers Carnival
- Created assets/props for use in the Unreal Engine.
- PBR ORM texture creation.
- Gray-Boxed environments for level design and player flow.
- Optimized shaders and models for use in a networked environment.
- Quick model generation for a short deadline.

XMD, LLC

2010-Present

XMD Source & XMD Academy
Founder & CEO

- Founded XMD in 2010 to become a world leader in ZBrush assets, plug-ins and courses.
- Led the development and conceptualization of the innovative XMD ToolBox Plug-in for Zbrush that has received over 100,000 downloads.
- All XMD Assets have a 5-star rating for quality and design.
- Developed a platform for sharing ZBrush assets on XMDSource.com with over 1 million downloads.
- Monitor and respond to customer feedback to ensure all products release successfully.
- Manage all aspects of the company to increase sales by over 80% yearly.
- Developed curriculums for 5 successful live online courses.

Wevr

2019-2020

Senior 3D Environment Artist

- Project Development: Harry Potter New York: Wizards Take Flight

- Specialized in modeling/texturing architecture and vehicles.
- Unreal Shader setup and model implementation.
- PBR ORM texture creation.
- Fast iterative Gray-boxing.
- Optimization of Models for use in VR.
- Large Terrain Implementation.
- Very strong time management skills to achieve deadlines and stay on track.
- Established a great rapport with the Art Lead to help strategize and organize assets for a better project flow.

Meggitt Training Systems

2006-2019

Lead Principal Artist

- Working in a team-oriented environment to design and develop terrains/environments from start to finish for military simulation.
- Art Lead of a 320-million-dollar contract project with the US Army.
- 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 Terrain
 - Singleton, Australia Terrain
 - Puckapunyal, Australia Terrain
 - Kandahar, Afghanistan Terrain

VFX Mill

2012-2015

Founder / 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 / VFX Artist

- 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 Scripting and Development
- 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

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

GAME ENGINES:

Unreal Engine
CTG Proprietary Engine
CryEngine 3 Sandbox
CryEngine 3 Flowgraph
Unity
SDS Engine
Kaneva Engine

SOFTWARE SKILLS:

3ds Max
Maya
ZBrush
Substance Painter
Adobe Photoshop
V-Ray
Mental Ray
Arnold

HONORS:

President's List
The Art Institute of Atlanta **2000-2001**

Dean's List
The Art Institute of Atlanta **2001-2005**

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