

# Michael J. BODDY

DESIGNER • ANIMATOR • ILLUSTRATOR

22529 Tuscany Ave. • Eastpointe, MI 48021 • 586.709.6161  
okthirteen@gmail.com • www.okthirteen.com  
demo reel: [www.okthirteen.com/reel/](http://www.okthirteen.com/reel/)

## OBJECTIVE

I am an experienced artist with a versatile background that ranges from Digital to Print.  
I am looking for a position that will test my abilities and challenge me on a daily basis.

## QUALIFICATIONS

### 3D PRODUCTION

Create 3D models, animations, and renderings in 3ds Max and Maya. Design 2D/ 3D graphics and company logos using Photoshop, 3ds Max and Maya. Detailed 3D animation and modeling using 3ds Max and Maya. Creative construction of bitmaps for animations using Photoshop and Illustrator.

### MOTION GRAPHICS

Complete production of graphics, animation, and compositing for multiple broadcast quality animations. Time and resource planning, project bids and resource acquisition. Hands-on production of various digital effects, ranging from 3d animation and integration to complex rotoscoping and keying, digital sets, atmospheric and particle effects, digital lighting and more.

### GRAPHIC DESIGN

Create new design themes for marketing and collateral materials. Collaborated with a team to design and produce computer-generated artwork for marketing and promotional materials. Participated in production of digital and print promotional items.

### SOFTWARE

- |                       |                        |                     |
|-----------------------|------------------------|---------------------|
| ■ Autodesk 3ds Max    | ■ Apple Motion         | ■ Adobe InDesign    |
| ■ Autodesk Maya       | ■ Apple DVD Studio Pro | ■ Adobe Flash       |
| ■ Adobe After Effects | ■ Adobe Photoshop      | ■ Adobe Dreamweaver |
| ■ Apple Final Cut Pro | ■ Adobe Illustrator    | ■ Adobe Premiere    |

## EXPERIENCE

### MULTIMEDIA DESIGNER

MGM Grand Detroit

2005 - Present

- Created Broadcast quality animations for use on a network of Plasma Televisions
- Created a flash based user interfaces for an in house kiosk systems
- Designed logos, posters, invitations, brochures, and calendars that reinforce brand identity

### 3D ARTIST

Freelance / Variant Interactive

2004

- Designed, Modeled and Textured vehicles and backgrounds for a computer game
- Painted, Edited and Assembled 3D renders into animated sprites for game

### CONCEPT / TEXTURE

Crystal Element

2003

- Character Design and game art for an independent video game
- Unwrapping and Texturing

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## EDUCATION

### COLLEGE FOR CREATIVE STUDIES

Detroit, MI

1999-2004

Earned a BFA with a concentration in Digital Animation

## ACHIEVEMENTS

### LONGSHOT: SAMUEL ADAMS HOME BREW COMPETITION

Detroit, MI

2007

Earned a perfect 10 score in the marketing category for Logo, Product, Packaging and Brochure Design.

### TEXTURING: CONCEPTS AND TECHNIQUES

By Dennis Summers

2004

Produced 3d Artwork featured in Texturing: Concepts and Techniques by Dennis Summers.

## REFERENCES

### SCOTT RICHARDS

Production Specialist, AUTODESK Inc.  
586.864.7361  
scott.richards@autodesk.com

### CLIFF HARRIS

Director of Multicultural Affairs CCS  
313.664.7403  
charris@ccscad.edu

### DENNIS SUMMERS

Chair of Digital Animation Dept. School Craft  
dennis@quantumdanceworks.com