

Michael Long

3D Character Animator
mik3long@gmail.com
www.mik3long.com

OBJECTIVE

Dedicated individual seeking a full time position as a 3D character animator in a professional working environment.

SUMMARY OF QUALIFICATIONS

Knowledgeable in a variety of software such as Maya, Adobe Photoshop, Adobe Premiere, and Adobe Illustrator. Familiar with other skills in addition to animating such as texturing, character rigging, and modeling.

EDUCATION

Bachelor of Fine Arts - BFA | Animation **May 2008**
Savannah College of Art and Design
Savannah, GA

Associate of Applied Science - AAS | Digital Animation **June 2005**
Mohawk Valley Community College
Utica, NY

WORK EXPERIENCE

Toys R Us **07/08 – 12/09**
Sales Associate

- Trained in multiple departments such as electronics and customer service
- Alpha/Numeric data entry used to locate products
- Answering of phones to provide customer care
- Responsible for opening and closing procedures

IBC Digital **05/09 – 10/09**
Internship

- Working in a team environment to create an animated short film
- Responsible for 3D character animation and environment modeling
- Maintaining communication with other departments for an efficient workflow
- Ability to interpret the needs of customers to produce the desired product

AWARDS

Dean's List **2006 - 2008**

Merit Scholarship **2006**
For outstanding grades throughout college level experience