



Michael Blue

Software Skills :

3D Studio Max	Unreal Engine 2
SoftImage XSI	Unreal Runtime 2
Z-Brush	Half- Life Source Engine
Adobe Photoshop	Macromedia Dreamweaver
Adobe Illustrator	Macromedia Flash
Corel Painter	Microsoft Office

Creative Design Skills:

- Story Concepts
- Character Designs
- 3D Charecter Modeling
- 3D Object Modeling
- Making Normal Maps
- Level Design
- Character Animation for Games
- Texturing Objects and Characters

Education:

2004 - 2008 The Art Institute of Fort Lauderdale
Bachelor of Science in Game Art and Design
Graduation: June 2008

Field Related Experience:

2007 The Art Institute of Fort Lauderdale, Fort Lauderdale, Florida
Animating for "Inzen" Advance Game Prototyping project

Employment History:

2005- Present Taco Bell Hialeah, Florida	2007- Precision Print Wear Wilton Manors, Florida
Cashier	Artist for screen printing
Operating Cash Register	Color Separation
Maintaining Lobby Area	Screen Burning
Assisting Customers	Screen Cleaning

Activities:

2006-Present Comic Development Club, Fort Lauderdale, Florida
Writer for "Blue Oni Project"

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