Michael Bodily

3D Modeler

Contact

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PROFILE:

Experienced modeler/texture artist skilled in organic and hard surface modeling ranging from realistic to stylized, high-poly and low-poly. Team collaborator with strong knowledge of the animation and visual effects pipeline.

EDUCATION:

Bachelor of Fine Arts in 3D Modeling (2020)

Academy of Art University, San Francisco, CA
Presidents Honor Roll, Undergrad Student Rep. 2019 & 2020
Courses included Advanced Hard Surface and Organic Modeling,
Advanced Texture and lighting, Environment Modeling

Associates of Arts Emphasis in Humanities (2017)

Los Positas Community College, Livermore, CA

EXPERIENCE:

Ashwood Tattoo Studio, Freelance (2021-2022)
3D Modeler / Texture Artist
- Developed concept sculpts for characters and accessories using Maya and ZBrush
- Modeled props and characters from description based reference
- Textured in Substance Painter and rendered using Arnold and Marmoset Toolbag

Nyfield Design, Freelance (2020)
3D Modeler/ Texture Artist
- Built virtual sets and models for VR and demonstrations in Blender, Maya and ZBrush
- Created and textured high and low poly environments using Substance and Materialize
- Assembled VR environments for use in Unreal Engine

Studio-X, Academy of Art University (2020)
3D Modeler
Sculpted character for Aces
Modeled and UV layout of movie theater in Maya for Aleph (2021)
UV unwrapped and retopologized freight liner asset for Maelstrom II

SKILLS:

- **3D Modeling**
Create production-quality models, organic and hard surface, both realistic and stylized, with clean topology and UV layout.
High-poly and low-poly.

- **Texturing/UV Layout**
PBR and stylized unwrapping, UV layout and tiling.
Texture painting/layering.
Baking and displacement maps.

- **Interpersonal**
Great with time management
Teamwork
Flexible and adaptable
Attention to detail
Creative imagination
Quick learner
Problem solving

SOFTWARE:

- Autodesk Maya
- Blender
- The Foundry Mari
- Adobe Premiere
- Arnold

- Pixologic ZBrush
- Marvelous Designer
- Adobe After Effects
- Bounding Box Materialize
- Dragonframe

- Autodesk Mudbox
- Substance Painter
- Adobe Photoshop
- E-on Vue/Plant Factory