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# 3D Modeler

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## Michael Bodily

Presidents Honor Roll 2020, Student Rep 2019 & 2020

### Experience:

#### Freelance

Danville, CA

#### Modeler / Texture Artist

- Build virtual sets and models for previsualization
- Create textured high resolution environments
- Create virtual walkthrough and demonstrational environments

#### Ashwood Studio

Sacramento, CA

#### Designer

- Concept sculpting characters and accessories
- Creating final design from concepts
- Texture and Render

### Qualifications:

- 3D Modeling
- Texturing
- UV Layout

### Programs:

- Autodesk Maya
- Pixologic ZBrush
- Autodesk Mudbox
- Blender
- Marvelous Designer
- Substance Painter
- The Foundry Mari
- Adobe After Effects
- Adobe Photoshop
- Adobe Premier
- Bounding Box Materialize
- E-on Vue/Plant Factory

### Education:

#### 2020 Academy of Art University

San Francisco, CA

School of Animation & Visual Effects

- BFA in Visual Effects and Animation, emphasis in 3D Modeling
- Student Representative, Presidents Honor Roll

#### 2017 Los Positas Community College

Livermore, CA

- Associates of Arts with honors