

# Michael Pavlovich

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**Objective:** To grow in a position that can utilize my existing skills as well as challenge me to enhance my training and provide further development.

## Qualifications:

- Experienced in leadership roles by heading up the character art side of an entire production pipeline for next gen titles, from training to people management.
- Strong modeling, texturing, lighting, rendering, rigging and animation foundation that enables problem solving from every angle of a 3D production pipeline
- Experience in working from the “ground floor” of next-gen game development and the building of a production pipeline from inception to successful release
- Valuable exposure to both environment and character pipelines which has exponentially developed my artistic skills
- Valued team player with excellent communication skills including project documentation for colleagues to follow and the training of new hires with varying skill levels

## Employment:

### 2007 - Present **Sony Online Entertainment, Austin**

- Senior Character Artist for DC Universe Online  
Platforms: PS3, PC

### 2009 **Mindzeye Studios**

- 3D Digital implementation for rapid prototyping of the Gears of War statues

### 2009 **Eat3D**

- Instructional ZBrush and ZBrush pipeline videos

### 2005-2007 **Electronic Arts, Tiburon**

- Lead Character Artist for NFL Head Coach  
Platforms: XBox 360, PS3
- Character Artist for Madden, NCAA, and NFL Street  
Titles: Madden 07, Madden 08, NCAA 07, NCAA 08, NFL Street 4  
Platforms: XBox 360, PS3
- Environment Artist for both Madden and NCAA titles  
Titles: Madden 06, Madden 07, NCAA 07  
Platforms: XBox 360, PS3

### 2005 **Harcourt School Publishers**

- Contract Illustrator
- Provided illustrations for school books focusing on social studies and reading

### 2004 **Peculiar Pictures**

- Modeler, Blend Shapes
- Modeled an alligator character for a children’s movie

## Education

### 2001-2005 **Ringling School of Art and Design**

- Bachelor of Fine Arts Degree. Major: Computer Animation

### 1999-2001 **Texas State Technical College**

- Associate of Applied Sciences. Major: Integrated Digital Imaging

**Software Skill Set:** Photoshop, Maya, Corel Painter, ZBrush, Mudbox, Headus, XNormal

## Honors and Awards

- 2006 Multiple-time recipient of EA Excellence Award
- 2005 Three pieces chosen for Ballistic Publishing’s book showcasing Corel Painter artwork, including a full page feature
- 2001-4 Presidents List, Ringling School of Art and Design