

# MICHAEL C. FREEMAN

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## CREATIVE 3D ANIMATOR AND ILLUSTRATOR

### EMPLOYMENT

- 3D Animator/Artist** 11/2005 – Present (Full time)  
Vcom3D Inc, Orlando, Florida  
"Sign 4 Me": Developed 3D character, Chet, for iPhone application.  
"The Forest: An ASL Story": Concept animation won 2nd phase contract.  
Developed 3D characters and assets for military, corporate and educational software.
- Illustrator** 1/2007 – 7/2007 (Contractor)  
Publishing Project, Tampa, Florida  
"Everyday Expressions": Illustrated a 76-card speech therapy kit that is published.
- 3D Animator/Artist** 11/2004 – 9/2005 (Contractor)  
Himalaya Studios, Chandler, Arizona  
"Al Emmo": Helped complete PC game development with good work ethic.  
Developed character animations, 3d assets and comic illustrations.
- 3D Animator** 2/2004 – 3/2004 (Contractor)  
Fisher Price Inc, East Aurora, New York  
"Kasey's World": Produced professional character animation for two hens.

### 3D AND TECHNICAL SKILLS

- Fantastic seamless workflow with Maya, Photoshop, Max, After Effects and Mudbox
- 3D Animation: Keyframes, weights, blendshapes, skeletons and rigs
- 3D Art: Texture colors, normals, occlusions and clean UVs
- Illustration: Concept art sketches, comics and digital colors

### CREATIVE HONORS

- 2002, Art displayed in permanent gallery at National Technical Institute for the Deaf
- 2001, Grand prize winner of Spawn: The Dark Ages Samurai Wars art contest

### EDUCATION

Rochester Institute of Technology, New York  
Bachelor of Fine Arts with Honors in Film and Animation

### REFERENCES

- Available upon request