

Michael A Trent

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SUMMARY OF SKILLS

- Proficient in 3D animation, rigging, rendering, compositing, motion graphics, storyboarding, animatic creation
- Strong attention to detail and passion for quality work
- Resourceful and efficient at problem solving and technical trouble shooting
- Quick and adaptive at learning new software, new environments, and new techniques
- Excellent project organization skills and effective at meeting tight deadlines
- Experienced with the following software:
 - Autodesk 3ds Max
 - Autodesk Softimage
 - Autodesk Maya
 - Adobe After Effects
 - Adobe Photoshop
 - Adobe Illustrator
 - Final Cut Pro
 - Adobe Dreamweaver
 - Microsoft Office Applications

WORK EXPERIENCE

April 2009 - Present, Animator, *High Voltage Software*

- Animate all forms of characters to be convincing, appealing, and consistent with a particular style
- Work with design and programming to establish animation requirements for games
- Storyboard and animate in-game cut scenes; light, render, and create vfx for pre-rendered cut scenes
- Manipulate motion capture animation to meet functional and stylistic requirements for the game
 - *Captain America: Super Soldier* – Wii – Lead Cinematic Artist
 - Creation of in-game cinematic cut-scenes from script to implementation
 - *Rudolph the Red-Nosed Reindeer* – Wii – Animation Lead
 - All character animation, object animation, and pre-rendered cinemas
 - *The Grinder* – Xbox 360 / PS3 – Animator
 - In-game cinema for GDC demo and enemy character animation
 - *Conduit 2* – Wii – Animator
 - Developed animation style for a category of enemies
 - *Tournament of Legends* – Wii – Animator
 - Character animation, hazard animation, and in-game environment fly-throughs
 - *Iron Man 2* – Wii / PSP – Cinematic Artist
 - Storyboards, character animation, and camera animation for in-game cinemas
 - *The Secret Saturdays: Beasts of the Fifth Sun* – Wii / PS2 / PSP – Cinematic Artist
 - Create pre-rendered cinemas, from storyboard to final render

October 2008 - November 2008, 3D Animation Intern, *Vitamin Pictures*

- Create compelling character animation for video
- Complete tasks on-time and within the projects requirements
- Collaborate with team members and give constructive criticism to improve animation

November 2007 - October 2008, Editor / Motion Graphics Artist, *Red Road Media*

- Design motion graphics for use in web and television
- Import and edit video footage from various sources and output to multiple formats
- Cater to the client's needs and make appropriate changes upon request

EDUCATION

2006 – 2007: Diploma with Honors, 3D Animation & Visual Effects, Vancouver Film School

- Studied all aspects of the digital 3D medium, 2D animation, story structure & storyboards, acting, and life drawing

2005 – 2006: Diploma with Honors, Foundation Visual Art & Design, Vancouver Film School

- Studied graphic design, motion graphics, film, photography, non-linear editing, 2D animation, and life drawing

AWARDS

- Short film "No Quarter" screened on national television, finalist in the 2009 Nickelodeon Animation Festival
- Short film "No Quarter" featured in 3D World magazine, January 2009
- Short film "No Quarter" screened at the Montreal World Film Festival 2008

REFERENCES

Available upon request