

Michael Stavrides

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work experience

Microsoft | August 2011 – present (Designer/Modeler)

I help with ideation for the Strategic Prototyping team. I also create character, and props for use with Kinect technology.

Viscira | November 2010 – August 2011 (*Technical Artist*)

I created models, animations, rigs, and particle dynamics for use in medical animations.

TheCoreLa | October 2010 – November 2010 (*Modeler/Character Setup*)

I created rigs for 12 characters, and 6 vehicles for use in three up coming commercials for Lego Star Wars 3 video game. I also worked on blend shapes, and modeling for all characters and vehicles.

So! Animation | May 2010 – June 2010 (*Modeler*)

I worked on all aspects on a production of 3 short animations for use in an indie film titled "I Want Your Money" I worked on characters, textures, shaders, lighting, rendering, animation, prop rigging

Wine Studio | September 2008 – April 2010 (*Modeler*)

My tasks were to model both humanoid and animal characters for an up coming children's TV show. I also helped with modeling environment assets, such as buildings and props.

So! Animation | April 2008 – August 2008 (*Modeler*)

My tasks were to create characters as well as environments. I was responsible for modeling and UVing, as well as assisting with textures, shaders, lighting and rendering.

Mildred Elley | 2008

I worked as an adjunct teacher. I taught Maya *Rigging*, *Character Modeling*, and into to Maya.

Vectormax | 2007 (*Modeler*)

My tasks were to create models of NBA players using M3g technology for display on cell phones.

Face 2 Face Animations | 2005 – 2007 (*Modeler*)

I was responsible for modeling, UVing, textures, shot layout, animation, lighting and rendering for various commercials.

Overit Media | 2005 , 2006, 2007 (*Technical Artist*)

I worked as a freelance 3d modeler, texture artist, and lighter.

Best Direction | 2004 (Designer)

Designed the cell phone game Shoot'em Poker.

software

3dsMax, Maya, MEL, XSI, Adobe Photoshop, Zbrush