

MICHAEL FILIPEK

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts, May 2018
Major: Game Art and Design. GPA: 3.74/4.0. President's List

Robbinsville High School, Robbinsville, NJ
High School Diploma, **GPA:** 4.2 / 4.8
Minor: Visual Development

SKILLS

Proficient: Zbrush, Maya, Photoshop, Substance Painter (PBR), Unreal Engine 4 **Advanced Working Knowledge:** Adobe Illustrator, Unreal Development Kit, 3DS Max, Java, OOP logic, Perforce, Substance Designer **Working Knowledge:** Python, 3Dcoat, Marvelous Designer

WORK EXPERIENCE

Associate Artist – NetherRealm Studios, Chicago IL, June 2018 – May 2019 Sept 2019 - Present
Developed props / prop characters for Mortal Kombat 11 with efficient two-step system. Previsualized assets with fully rigged block out models passed to animation team. Afterwards finalized asset geometry, textures, and materials at AAA quality and adhering to strict budget limits

Hasbro Digital Sculpting Internship – Hasbro, Inc., Pawtucket, RI, June 2017 – August 2017
Assisted sculpting team in creation and clean-up of articulated toys and props for a multitude of brands, preserving exemplary quality for cutting edge 3d printed prototyping

Technical Tutor – Ringling College of Art and Design, Sarasota, FL, January 2016 – May 2018
Solved problems for students in a myriad of software, one-on-one support guiding students through programming, texturing, or modelling processes

ACADEMIC EXPERIENCE

The Guild – Ringling College of Art and Design, Sarasota, FL, August 2017 – May 2018
Virtual Reality Dungeon Crawler Senior Thesis project with partner based on an alternate history

- Designed and developed level architecture, props, and characters to accurate scale for VR
- Developed complex behavior and animation trees for interactive enemy AI
- Optimized assets to maintain rigorous VR standards while still upholding quality

Character / Prop Art & Integration – Ringling College of Art and Design, February 2016 – May 2018
Created characters and props for many diverse interactive experiences

- Concepted, sculpted, retopologized, textured, rigged, and lit multiple characters using a Zbrush, Substance Painter workflow, and finished with customized materials and lighting in Unreal Engine 4.
- Integrated these assets, skeletal meshes, and animations from Maya into engine for proper in-game use

AWARDS AND HONORS

Ringling College of Art and Design: Presidential Scholarship; Outstanding Achievement Award
Scholastic Art and Writing Award: Regional Golden Key in Game Art
Best of Ringling: Juried Exhibition – 3 Pieces chosen by Faculty in Spring 2016, 3 Pieces chosen in Spring 2017

PERSONAL

▪ Hunting down older classic games and obscure rouge-likes that I've missed. Recently getting into bouldering, seeing if I can get past a V4 soon! Then there's also drawing, sculpting, 3D printing, and quaffing copious quantities of Coca Cola of course!