

MICHAEL FILIPEK

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EDUCATION

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

Bachelor of Fine Arts, May 2018
Minor: Visual Development

SKILLS

3D Modeling – ZBrush, Maya, 3DS Max, 3DCoat, Blender, Marvelous Designer

Materials – Photoshop, Substance Painter (PBR), Substance Designer, Marmoset Toolbag 4 & 5

Technical – Unreal Engine 4 & 5, Unity, Unreal Development Kit, Perforce, Github

Scripting – Python, Java, Blueprint, Houdini

WORK EXPERIENCE

Contract Character Artist – ProbablyMonsters, Remote, Aug 2024 - Jan 2025

Refined characters from blockouts & concept into final sculpts and game ready assets. Helped develop material template and enhance existing assets for look dev purposes.

Freelance Artist – Oct 2021 – Aug 2024

Offering character and or prop creation beginning from sculpt up to integration of final product for any software, including Maya, Blender, Unity, Unreal. Collaborating with clients to develop optimized assets, ensuring adherence to technical constraints and artistic direction.

3D Artist – NetherRealm Studios, Chicago IL, Sep 2019 – Sep 2021

Continuation of work for Mortal Kombat 11. Experimentation with new systems and programs for Unannounced Projects utilizing Houdini and coding in Unreal Engine to better integrate and streamline prop and character making process. Switched to Remote Work due to COVID-19, upheld deadlines and recorded video summaries to better align team.

Associate 3D Artist – NetherRealm Studios, Chicago IL, June 2018 – May 2019

Developed props / prop characters for Mortal Kombat 11 with two-step system. Previsualized assets with fully rigged block out models passed to animation team. Then finalized asset geometry, textures, and materials 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 with the ultimate product ready to 3D print.

ACADEMIC EXPERIENCE

The Guild – VR Dungeon Crawler (Senior Thesis) | Aug 2017 – May 2018

- 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

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

Making simple mods for my favorite games, plus crafting silly prototypes for personal game ideas. Growing sugar snap peas on a jury rigged trellis, roleplaying a devout Cleric of Bahamut in a DnD West Marches Campaign, 3D printing with an Ender 3 Pro, and quaffing copious quantities of Coca Cola of course!