**Mike Rodriguez**

Email: Mvp\_mike13@yahoo.com

(951) 847-8517

Website: MikeRodriguez3D.weebly.com

**Software Knowledge**

Autodesk Maya, Autodesk 3ds max, Pixologic Zbrush, and Adobe After Photoshop

**Skills**

3D Modeling (Environment, Prop, and Character) UV Mapping, and Texture Mapping, Animation, Rigging

**Traditional Art Skills**

Freehand Illustration & Concept, Traditional Painting

**Professional Work Experience**

***Evil Orchid Games*** *7/14 - 9/14*

*Character Artist Intern*

* Character artist in a fighting game (Concept, Design, & Illustration)
* Designed concepts for full roster
* Added details to improve characters

**Education and Training**

**The Art Institute of California – Inland Empire**08/10 – 12/14  
Bachelor’s Degree - Game Art and Design

* 3.55 Gpa

**Projects**

**WWE 2K14 (2K Sports/ Take-Two Interactive Platform Game)** 06/13 – 07/13  
Alternate/Reverse Cover Artist

* Created 25 cover entries for the WWE 2K14 contest (Using Photoshop)
* Winning entry is in all versions of WWE 2K14 (with a cover included)
* **https://wwe.2k.com/index.php/news/single/the-wwe-2k14-cover-contest-winners...-revealed**

**Soul Shatterer (Prototype Game Class)** 09/13 – 12/13  
Character & Prop Artist

* Designed main hero and boss character (Model & Texture)
* Designed some environment props (Model & Texture)
* Imported into UDK

**Terrorform (Advanced Prototype Game Class)**01/14 – 03/14  
Character Artist

* Designed two boss characters (Model & Texture)
* Imported into UDK

\*References Available Upon Request\*