Mike Cassidy

CG Generalist

⊙ Summary

Results driven CG artist / generalist with a proven track record of quickly achieving the desired style and look. Diverse range of experience and deep knowledge and insight of industry practices.

💼 Experience

2019 - 2009

Contraption Digital Creative Services

CG Generalist / Owner
Current: CG Generalist / Owner at Contraption Digital Creative Services Conceptualizing, modeling, texturing and animating for corporate promos and technology visualizations.

2017 - 2016

DHX Media

Lighting Artist
The Deep
Lighting and rendering with Maya and V-Ray conceptualizing and creating the overall look, attitude, and style of character and set within the animated production. Worked collaboratively with the lighting and composition team to create a high quality of aesthetic and technical work.

2016 - 2015

Bardel Entertainment

Lighting, Rendering and Compositing Artist
The Adventures of Puss and Boots
Created and conceptualized CG Lighting / Comp Sequences which meet the aesthetic, creative, and technical quality standards of the production and in accordance with the production deadlines. Maya, Nuke and V-Ray.

2014

Nerd Corps Entertainment

Senior Modeler
Monster High
Modeled, UV'd, textured and rigged characters, sets objects for an animated series using XSI and Photoshop. Mentored junior artists.

2012 - 2010

Electronic Arts

CG Artist / Technical Artist
Battlefield 3, Battlefield 4, Mass Effect, Fifa, etc.
At EA Capture I act as a bridge between artists and programmers, creating art pipelines, tools and ensuring assets can be easily integrated into the game. Software most often utilized; Maya, ZBrush and Photoshop.
- Modeling / Rigging
- Sculpting
- 3D Facial Scanning and Facial rigging
- Markerless facial performance capture
- Retargetting animation across rigs
- R&D

2010

Pacific Audio Visual Institute

Game Art Instructor

👤 Personal Info

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🤝 Skills

Modeling

Digital Sculpting

Texturing

Rigging

Lighting / Rendering / Compositing

Animation Solutions

Scripting

Communication Skills

🖥 Software

Maya

ZBrush

Photoshop

Nuke

After Effects

Softimage|XSI

Shotgun

Taught game art concepts and practices to prospective game artists. I mentored students towards their careers in game development and helped find the areas their skills and interests aligned with most.

2009

Threewave Software

CG Artist

Army of Two: The 40th Day

Modeled / textured props, environments and weapons for a FPS using Maya, 3D Studio Max and Unreal Engine 3.

2009 - 2008

Rainmaker

Lead Modeler

Max Steel

Modeled, UV'd, textured and rigged characters and objects for animated series using XSI and Maya.

2008 - 2007

Starz Animation

Modeler / Rigger

Hoodwinked 2

Modeler / Rigger for feature films

2007 - 2006

CORE Digital Pictures

Modeler / Rigger

Chop Socky Chooks / Planet Sketch

Modeler / Rigger for episodic television

2006 - 2005

Electronic Arts: DICE Canada

CG Artist

Battlefield 2: Euro Forces, Battlefield 2: Armored Fury, Battlefield: Bad Company

Modeled, textured and playtested assets for games utilizing Battlefield 2 engine

2005 - 2004

Mainframe Entertainment

Modeler

Stuart Little 3, Scary Godmother: The Revenge of Jimmy, internal/external pitches

Modeled, textured and created facial poses / blendshapes for characters

2004 - 2003

MTV / Nickelodeon

Creative Dept / Intern / Promos

- Created 3D models and animation for promos
- Conceptualized and created visualizations for promos and fillers with producers and other artists
- Editing with Avid

Education

2003 - 2000

AI: Miami International University of Art and Design

BFA: Computer Animation

1999

Vancouver Film School

Introduction to 3D Animation