

# MICHAEL E PUOCI

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## SUMMARY

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A highly creative and dedicated artist, with extensive experience in visual effects, asset production, concept development, and design. Produces innovative content and professional services for the entertainment industries. Collaborates with internal and external parties to ensure the development of a high-quality product. With a solid commitment to excellence, contributes to the continued success of an organization.

## PROFESSIONAL EXPERIENCE

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Motiga Inc., Bellevue, Washington 2013-Present

### Lead Visual FX Artist

Currently working on Gigantic. Responsible for creation of gameplay VFX, destruction, lighting, shader creation and optimization as well as general art team content creation support and cinematics.

343 INDUSTRIES., Kirkland, Washington 2011-2012

### Visual FX Artist

Halo 4, shipped November 2012. Held responsibility for creation of visual effects related to weapons, environmental effects and cinematic cut scenes.

SNOWBLIND STUDIOS/WB GAMES INC., Kirkland, Washington 2009 - 2011

### Senior Artist, Visual FX

Lord of the Rings: War in the North, shipped November 2011. Held responsibility for creation of visual effects related to game play and cinematic cut scenes. Managed FX department asset production deadlines and visual effect concept development.

OBSIDIAN ENTERTAINMENT, INC., Irvine, California 2006 - 2009

### Artist/Visual FX Artist

Alpha Protocol, shipped June 2010. Held responsibility for visual effects related to game play and pre-rendered effects. Created rigs and destruction systems for vehicles and cinematic cut scenes. Coordinated setup of in-game scripted events, based on player feedback and cinematic cut scenes. Worked closely with programming staff to develop original game systems and work flows. Contributed to layout and design of visual effects tool for in-game engine.

NAKED SKY ENTERTAINMENT, INC., Los Angeles, California 2002 – 2005

### Senior Artist/Interim Lead Artist

RoboBlitz, shipped November 2006, was the first retail UE3 engine game. Produced initial concept development in collaborative environment, along with execution and delivery of final models, textures and support files for game platform authoring. Held responsibility for effects, scripting, texture, and material design and artwork.

## ADDITIONAL EXPERIENCE

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WALDRON GROUP INC., Yorba Linda, California 2000 - 2002

### Senior Design Director

Managed multiple exhibit design and production projects for THX and Lucasfilm, Roland DGA, Medtronic Mini Med and Simple Green, as well as marketed design projects. Directed onsite installation of exhibits and coordination of all aspects of exhibit management.

## EDUCATION

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CALIFORNIA STATE UNIVERSITY, Fullerton, California, B.A., Theater 2000

CALIFORNIA STATE UNIVERSITY, Long Beach, California, Post-Production in the Digital Age

## TECHNICAL SKILLS

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- UE3 engine
- After Effects
- 3DS Max
- Photoshop
- FumeFX
- Particular
- Modo
- Maya
- Final Cut Pro
- Effects Lab Pro
- Rayfire
- Thinking Particles
- VRay
- Lighting Design
- Photography