

MICHAEL E PUOCI

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SUMMARY

A highly creative and dedicated artist, with extensive experience in level design, 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

Motiga Inc., Bellevue, Washington 2017-Present

Environment Lead

Responsible for creation of level design development process and art for levels. Created multiple online multiplayer playspaces as well as performance optimizations. Worked with multiple disciplines across the team to coordinate and develop multiple maps simultaneously.

Motiga Inc., Bellevue, Washington 2013-2017

Lead Visual FX Artist

Gigantic, shipped July 2017. 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.

EDUCATION

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