



Michael K. DeMole

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SUMMARY

Hardworking, highly motivated individual seeks to obtain a position that will compliment education in multimedia and animation. Strong team player with excellent communication and prioritization skills. Eager for new challenges and opportunities to contribute to the success of an organization.

SKILLS

Motion Capture: EVaRT Motion Capture Analysis, MotionBuilder 7.5, 3D Studio Max, Character Studio

Software Proficiencies: 3D Studio Max 2008, Maya 7.0, ZBrush 2.0, Adobe Photoshop CS, Corel Painter, AutoCAD, Rhino, Alienbrain project management, DreamweaverMX, Microsoft Office

Relevant Coursework: 3D Studio Max Animation, Texturing, Modeling, Rigging, Lighting and Rendering, Adobe Photoshop, Traditional, Project Management, Color Theory, Conceptual Illustration

Languages: Java, C, Visual Basic, BASIC, HTML

EDUCATION

2006-2008 Bachelor of Art & Multimedia, Digital Animation, Summa Cum Laude (3.92 GPA)
University of Advancing Technology Tempe, AZ

2004-2006 Associate of Science, Computer Science, Summa Cum Laude (3.91 GPA)
Bristol Community College Fall River, MA
- Co-founder, Game Development and Programming Club

WORK EXPERIENCE

Jan 08 - Apr 08 Rainbow Studios Motion Capture, Motion Capture Intern, Phoenix, AZ
- Calibrated camera system using EVaRT Motion Analysis
- Suited, marked, and tracked actors; captured footage
- Took raw data from actor shoots and correctly tracked markers
- Imported data to 3D Studio Max, mapped tracks onto 3D models
- Markered and Motion Captured unique props such as a bicycle and rope

Oct08 - Present Kohl's, Head Cashier Plymouth, MA
- Customer service, freight, replenish floor stock

Mar02 - Present Clay Chevrolet/Hyundai, Inventory Management Norwood, MA
- Process new and returned parts
- Issue credits, restocking and returning to manufacturer for credit

Sep05 - Jun06 Bristol Community College, Tutor Fall River, MA
- Tutored students for Computer Science/Programming and Math up to Calculus II both in and out of class

PROJECTS

2008 - Ongoing *Bugged*, Artist
- Utilizing 3D Studios Max/Maya and Photoshop for 3D, graphics, and animation
- Concept design, generate concept art
- Aid in story development incorporating humor with tactical assault

2008 - Ongoing *Casual Game Project*, Animation Lead
- Conceptual design for characters
- Aid in story and character development

Jan07 - May07 *ZoomFeed*, Project Manager
- Managed group project with 3 people, semester long
- Graphics/web design; created website using Dreamweaver MX and Adobe Photoshop
- Utilized business essentials (ROI, Gnatt charts, flowcharts, and risk management)

PROFESSIONAL REFERENCES

Available Upon Request