

MIKE JANKE • 3D ARTIST & ANIMATOR

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OBJECTIVE:

To create and develop quality digital art and animation. To combine these skills with my experience in character animation, modeling, technical art, and game management, to work effectively as a team player with the ability to lead as well as take direction.

SOFTWARE CAPABILITIES:

3ds Max, Maya, Character Studio, Motion Builder, Unreal 3, Photoshop, Max Script, MEL script, After Effects, Premier, Vegas

EXPERIENCE:

2008 ~ Present

CRITICAL MASS INTERACTIVE (CMI) ~ AUSTIN, TX

Unannounced Project ~ LEAD ANIMATOR / RIGGER

- Player/Character move-set prototyping and implementation in Big World Engine
- Character rigging and setup
- Character animation

The 2 Bobs (Feature Film) ~ ANIMATION SUPERVISOR

- Scene setup and layout
- Shot animation
- Managed animation team

2006 ~ 2008

MIDWAY STUDIOS ~ AUSTIN, TX

Career Criminal (Xbox 360, PS3) ~ SENIOR ANIMATOR / CINEMATIC ARTIST

- Player move-set prototyping and implementation in Unreal
- Create High Quality In-game cinematics from Layout in Max or Motionbuilder through implementation in Unreal 3

Core Technology Group (CTG) ~ SENIOR TECHNICAL ARTIST

- Aid in integration of Unreal tech into global Midway pipeline
- Research new tools
- Manage relationships with Tech Artists and Art Directors across Midway

2004 ~ 2006

FREELANCE ARTIST

AMAZE ENTERTAINMENT ~ AUSTIN, TX

Xmen (DS) ~ ARTIST

EDGE OF REALITY ~ AUSTIN, TX

Cipher Complex (PS3) ~ ANIMATOR

THE ANIMATION FARM ~ AUSTIN, TX

Stubb's the Zombie E3 Trailer ~ ARTIST/ANIMATOR

Consumers Union "The Drugs I Need" Video ~ ARTIST

BloodRayne 2 ~ CINEMATIC ANIMATOR

1995 ~ 2004

ACCLAIM ENTERTAINMENT / IGUANA ENTERTAINMENT ~ AUSTIN, TX

Showdown: Legends of Wrestling (XBOX,PS2) ~ LEAD ARTIST

- Directed overall artistic style of game
- Maintained asset schedule for 14 person art team
- Created Maya (MEL) and Max scripting to speed production and convert art assets
- Provided technical problem solving (Max, Maya, proprietary editor and tools)
- Created structure for, organized, and maintained all art assets
- Coordinated with NY marketing team to create marketing assets including game cover, press kits, and website assets
- Worked closely with technical and design staff to work as efficiently and effectively as possible

Vexx (XBOX,PS2,Game Cube) ~ CINEMATIC LEAD / ASSISTANT LEAD ARTIST

- Directed 6 person art team to create all pre-rendered cinematics
- Setup and animated main intro cinematic
- Created in-game character concepts, models, rigging, and animation
- Provided technical problem solving (Max, proprietary editor and tools)
- Created and maintained rendering pipeline and multiple console conversions of all pre-rendered cinematics

Turok 3 (N64) - LEAD ARTIST

- Directed overall artistic style of game
- Maintained asset schedule for 9 person art team
- Created concepts, rigged, and animated all onscreen weapons
- Created in-game character concepts, models, rigging, and animation
- Worked closely with technical and design staff to work as efficiently and effectively as possible

Southpark (N64,PS,PC) - SENIOR CHARACTER ARTIST / ANIMATOR

- Created in-game character models, rigging, and animation
- Animated in-game cinematics

Turok 2 (N64,PC) - CHARACTER ARTIST / ANIMATOR

- Created in-game character models, rigging, and animation
- Animated in-game cinematics
- Adjusted level lighting

Quarterback Club '98 (N64, PC) - CHARACTER ARTIST / ANIMATOR

- Created character models, rigging, and animation
- Directed pre-rendered intro cinematics

Turok (N64,PC) - CHARACTER ARTIST / ANIMATOR

- Created character models, rigging, and animation

1994-1995

HOMER AND ASSOCIATES - HOLLYWOOD, CA

Princess Cruise Lines Virtual Walkthrough - TECHNICAL DIRECTOR

- Environment models
- Scene lighting
- Camera setup and animation
- Character Animation

E D U C A T I O N:

1999

AUSTIN COMMUNITY COLLEGE - AUSTIN, TX

- Introduction to "C" Programming

1993-1994

SCHOOL OF COMMUNICATION ARTS - MINNEAPOLIS, MN

Advanced 3D Computer Animation

- Advanced training in Softimage

3D Computer Animation

- Training in 3d Studio R4

1988-1992

UNITED STATES MARINE CORPS - CAMP LEJEUNE, NC

Infantry - Weapons Platoon, Fox Co., 2nd Battalion, 4th Marines

- Mortar Squad Leader
- Desert Storm Veteran

P U B L I C A T I O N S:

1996

Official Turok Strategy Guide - FRONT COVER ART

1995

SIGGRAPH '95 Electronic Theater

Princess Cruise Lines - VIRTUAL WALKTHROUGH

★ REFERENCES AVAILABLE UPON REQUEST

★ RECOMMENDATIONS AT [LINKEDIN.COM /IN/MIKEJANKE](https://www.linkedin.com/in/mikejanke)

★ CREDITS AT [IMDB.COM/NAME/NM3355053](https://www.imdb.com/name/nm3355053)

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