

MICHAEL JOSEPH VIERA

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OBJECTIVE: To obtain a position in a production studio as a visual effects artist.

SOFTWARE:

- Autodesk Maya & 3ds Max
- Apple Final Cut Pro/Shake/Motion
- Imagineer Systems Motor
- Windows 95/98/2000/XP
- The Pixel Farm – PFTrack
- Next limit - Real Flow 4
- Adobe Creative Suite Master Collection
- Mac OS 9/OS X

GENERAL SKILLS:

- 3d animation, modeling, dynamics, rigging, mapping, rendering, and tracking
- Motion graphics, rotoscoping, and editing
- Audio production, Midi sequencing, audio track sequencing
- Web and graphic design

EXPERIENCE:

The Art Institute of Philadelphia – Philadelphia, PA

Computer Technician, 2005-Present

- Perform general maintenance on all computers and networks systems
- Collaborate with team of technicians and managers to resolve technical support issues
- Install a variety of software on Mac and PC workstations
- Maintain support database and communicated work assignments to other technicians

KM/H Productions – Philadelphia, PA

Director/DOP/Editor/Animator, 2008-2009

Freelance for Monte Bros. Inc.

- Prepared informational video from pre-production through completion
- Created animations based on client description of company sound system set-up
- Edited and color-corrected all video footage

3FX – Conshohocken, PA

Freelance Artist/Intern, 2005

- Designed animations in 3D Studio Max and composed related music tracks/sound effects for medical presentation project
- Helped create and animate lower thirds for the television show Ambush Makeover

EDUCATION:

- Bachelor of Science, Visual Effects and Motion Graphics, In progress
- Bachelor of Science, Media Arts and Animation, 2003
The Art Institute of Philadelphia, Philadelphia, PA
Outstanding Achievement Award Recipient, December 2003