

Michael Listo

MoCap | CG Generalist

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Experience:

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|---|------------------------|
| Epoch - SCAD-DreamWorks Collab Project. | March '17 - May '17 |
| - Environment Texture Artist | |
| - CG Generalist | |
| Dark Betrayal - SCAD Senior Film | June '16 - March '17 |
| - Body and Facial Capture Editor | |
| - CG Generalist | |
| - Director | |
| Iris Burning - Real-Time Strategy Game | January '16 - June '16 |
| - Motion Capture Editor and Supervisor | |

Education:

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| Savannah College of Art and Design (SCAD) | Sept. '13 - June '17 |
| - BFA, Visual Effects | |

Software:

Primary:

- MotionBuilder
- Vicon Blade
- Faceware Analyzer and Retargeter

Other:

- Autodesk - Maya, 3ds Max, Mudbox
- Adobe - Photoshop, After Effects, Muse, Premiere, Illustrator
- Misc - Houdini, Arnold, Substance Designer, Zbrush
- Unreal Engine 4

Technical Skills:

- MoCap Editing, Animation, 3D Modeling, Rigging, Texturing, Lighting, Compositing, FX, Procedural Tool Development