

Michael Sobyak

3D Artist

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PROFILE STATEMENT: *“Transcending Vision into Reality”*

With my experience from SEGA, 2K Games, Evil Tree Studios, and Sony, I can be a valuable contributor to the team. I'll bring my passion, hard work ethic, dedication, and combined 28+ years of experience. I've previously emerged into leadership roles, and strive to become one as a 3D Artist.

PROGRAMS USED: Maya, 3Ds Max, Mudbox, ZBrush, Substance Painter, Photoshop, Marmoset Toolbag, Unity 3D, Unreal 4, Sony PlayStation 3 Development Tools & Kit.

SKILL LISTS: Organic & Hard Surface Modeling, High to Low Poly Modeling, UV Layout, Digital Sculpting, Stylized & Realistic Texturing, Digital Painting, 2D & 3D Conceptual Art, Game Scripting: JavaScript & C#, collaborating ideas with a team, giving and receiving constructive criticism.

EMPLOYMENT HISTORY

- Mars Rising Network, Project Manager, 3D artist, Las Vegas NV 2015 - Present
- 2K Games Vegas, PC Compatibility Senior Tester (Take Two Int.), Las Vegas NV 2013 - 2015
- Marketing Advisory Group, Art Director, 3D Artist Las Vegas NV 2013
- Evil Tree Studios, Managing Partner, Las Vegas NV 2011 - 2013

PROFESSIONAL EXPERIENCE

Management

- Managed projects, artists, mediated clients, implemented new procedures, increased quality and productivity for all projects at the Mars Rising Network.
- Negotiated contracts with Sony PlayStation, and Zenescope Entertainment for Evil Tree Studios.
- Sony PlayStation Home Project Lead for Evil Tree Studios.
- Managed the PC Compatibility department at 2K Games Vegas.
- Rebuilt the 2K Games PC Compatibility department, creating new documents, procedures, test scripts.
- Increased quality and efficiency of the team from almost constant over time to none at 2K Games Vegas.

Artist

- Produced high quality 3D renders, and 2D drawings for inventions at the Mars Rising Network.
- Published assets for Sony's PlayStation Home at Evil Tree Studios.
- Modeled and Textured assets for Sony's PlayStation Home at Evil Tree Studios.
- White-Box development and Testing for Sony's PlayStation Home at Evil Tree Studios.
- Character, story, puzzle, and level design at Evil Tree Studios.
- Digital paint concepts at Evil Tree Studios.

Quality Assurance Experience

- One of two people who were promoted to a Senior Tester within less than one year at 2k Games Vegas.
- Performed checks on shipping Discs, Compatibility runs with over 40 video cards on 30+ computers at 2k Games Vegas.
- Maintained communication with all Developers, Managers, and teams for all projects in the building to schedule and execute Compatibility runs, performance checks, and other detailed checks on request at 2k Games Vegas.

EDUCATION

Bachelor of Science - Game Art & Design, The Art Institute of Las Vegas, NV, September 2015

MILITARY EXPERIENCE AND TRAINING

U.S. Navy, SEAL's Training with Master at Arms secondary MOS, SN - 2008