

MICAH BROWN

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EXPERIENCE OVERVIEW

- Eighteen (18) years of Adobe Photoshop illustration, design, and photo restoration.
- Six (6) years creating photo real and hand painted textures using Photoshop and Mudbox.
- Seven (7) years of using Autodesk Maya doing efficient 3D modeling, texturing, and animation.
- Created character concepts, storyboards, and illustrations for the entertainment industry.
- Self-driven, with excellent verbal and written communication that can work within a team environment.

CREATIVE EXPERIENCE

Paradise Pictures LLC **Chico, CA** **11/2015 - Present**

Digital Artist

- Intricate quality restoration, repair, and background extensions of photographs.
- Created Photoshop actions, backgrounds, and asset catalogs to speed up workflow.

NE Productions **Chico, CA** **01/2015 - Present**

Illustrator

- Painted 250 character concepts and captions for an Android Emoji app using Manga Studio and Photoshop.
- Designed multiple layer variations of captions to ease in the revision process.

Inhouse Creative Services **Healdsburg, CA** **01/2010 - 06/2014**

Illustrator

- Illustrated storyboards while assisting with final script revisions for an animated commercial.
- Created and revised 3D models and textures for scene props and environmental plates.
- Implemented Mental Ray for environmental lighting and multi-pass rendering.
- Used After Effects for FX, compositing, and credits.

Back To The Roots **Oakland, CA** **10/2012 - 01/2013**

Character Concept Artist

- Designed concepts, storyboards, and cartoon instructions for the Back To The Roots Mushroom Kits.
- Illustrated cartoon characters of the Back To The Roots founders for marketing and advertising.

Kerner Optical **San Rafael, CA** **02/2010 - 02/2010**

Production Assistant

- Assisted in the creation of props, lighting, and stage setup for the film "The Other Guys".
- Maintained a three day budget organizing the feeding and supplies for thirty four (34) stage crew.

University of California DOE JGI **Walnut Creek, CA** **10/2009 - 12/2010**

3D Modeler and Concept Artist

- Illustrated concepts, storyboards, and character designs within a three day deadline.
- Created an animatic using Maya and After Effects.
- Designed dynamic simulations and animation techniques for creating oil spills and time-lapse sequences.
- Built a high end computer for the rendering of assets.

People's Republic of Animation **Berkeley, CA** **05/2009 - 10/2009**

3D Modeler and Matte Painter

- Painted high quality skin textures for the "Becoming Human" NOVA TV program.
- Modeled, sculpted, and textured high poly resolution environments and props using Maya and Mudbox.
- Created animated background matte plates for over three (3) main scenes.

EDUCATION

BAS, Animation and Visual Effects **Emeryville, CA** **04/2007 - 10/2009**

Ex'pression College for Digital Arts