

MICHAEL BERGER

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SUMMARY

Have created digital content for over ten years in the worlds of film, commercials, and video games. • Professional experience as a lead modeler, look development artist, writer, film editor, and stereoscopic 3D film compositor. • BFA in Computer Animation. • Proficiency in Maya, RenderMan, Nuke, Shake, After Effects, Photoshop, Premiere, and Final Cut, across Linux, Windows & MacOSX platforms.

EXPERIENCE

2010/2011, LAIKA House

Lead Modeler: **Toys R Us' Christmas Campaign**

- Two years in a row, over two campaigns, led teams of in-studio and remote modelers, responsible for creating hundreds of assets across a series of television commercials.
- Oversaw implementation of all models into the pipe.
- Modeled characters, sets, and props.

2010-current, Oscilloscope Laboratories

Freelance Editor: **Rare Exports: A Christmas Story, The Messenger, Tell Them Anything You Want: A Portrait of Maurice Sendak**

- Edited behind-the-scenes content, interviews, and film footage, for use in DVD special features and web-based promotions.

2005-2008, LAIKA

CG Modeler/Composer: *Henry Selick's Coraline*

- Modeled initial Coraline heads for use in rapid prototyping of puppets.
- Composited final shots, from stop-motion and stereoscopic material.
- Modeled, textured, lit & implemented 3D elements for effects driven shots.

Senior Modeler/Look Dev Artist: **Jack & Ben, Wall and the Wing, Here Be Monsters**

- Modeled characters, sets & props for establishing the look of upcoming films.

2005, ART INSTITUTE OF PORTLAND

Instructor: Intermediate 3D Modeling

- Taught college level course on intermediate modeling in Maya.

2004-2005, LAIKA

Senior Modeler/Composer/Writer: **Moongirl**

- Modeled all characters, props, and majority of set pieces.
- Constructed all cloth and collision objects for simulation.
- Worked under lead compositor to establish visual treatment for three sequences.
- Wrote original story, "Moongirl," upon which film was based.

2004, CHARACTER ("A Character Development Laboratory")

Freelance Creative Consultant: **Pepperidge Farms, PepsiCo, Perdue Chicken, etc.**

- Wrote original concepts, developed characters for brand names.

2002-2004, VINTON STUDIOS

Modeler: **Honey Nut Cheerios, Wrigley's Gum, M&Ms, Honda, etc.**

- Modeled and implemented characters & sets into cg pipeline.
- Additionally, served as Maya generalist and look dev artist across variety of projects.

2001-2002, VIVENDI UNIVERSAL

CG Artist: **Jumpstart Animals, Rescue Heroes, Little People Airport, etc.**

- Modeled, lit & textured for variety of children's interactive CD-ROMs, educational software.

EDUCATION

1997-2001, RINGLING SCHOOL OF ART & DESIGN
Bachelor of Fine Arts: Computer Animation

ADDITIONAL

2008-2009, www.thingsifoundalongtheway.blogspot.com

- Set out on a one year, independent, backpacking trip, writing and photographing the experience, which included five continents, three oceans, 18 countries, 12 states, and over 55,000 miles traveled.

2008

- Modeling work included in *Learning Autodesk Maya 2008: The Modeling and Animation Handbook*.

2005

- Wrote original story "Moongirl," produced and published into the short film and children's book of the same name.

2001

- Personal work featured in international film festivals, SVA Digital Salon, and SIGGRAPH's *Animation Theatre*.

- Other interests include photography, writing, biking, and snowboarding.