

Mike Flynn

MIKEFLYNN.COM

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SOFTWARE:

- Maya
- Mod0
- Cinema 4D
- Photoshop
- Illustrator
- Nuke
- VRay
- Mental Ray
- Keyshot
- After Effects
- InDesign
- Lightroom
- Z Brush
- Mari
- Substance Painter

EDUCATION:

LOYOLA MARYMOUNT UNIVERSITY

BACHELOR OF ARTS IN FINE ARTS

1996-2000

WORK EXPERIENCE:

LEAD CGI ARTIST / LEAD RETOUCHER

DMAX IMAGING

2012-2018

San Francisco CA., DMAXimaging.com

- Worked in Adobe Photoshop and Autodesk Maya on a daily basis, specializing in illustration, compositing, texturing, and color correction for the Advertising and Consumer Electronics industries.
- Worked in Maya, Nuke, Mental Ray, Vray, Modo, and Cinema 4D focusing on scene building, product stills, texturing, shading, lighting, and rendering for automotive and product photography.
- Composited and retouched 3D textures, food & beverage, automotive, lifestyle, fashion and product photography.
- Operated as Lead CGI Artist for Apple, Fitbit, and Mini Automotive.
- Operated as Lead Retouching Artist and Workflow Manager for Salesforce, Mini Automotive, Sage, Virgin America, Cisco and Cricket with teams of 2-4 Production Artists.
- Serviced such clients as Apple, Mini Automotive, Virgin America, Beats by Dre, Ammunition, Nest, Mophie, Cisco, Restoration Hardware, Salesforce, Eleven, Argonaut, Cricket, Doremus, Butler Stern Shine & Partners, Grey, and Goodby Silverstein & Partners.

DFX ARTIST

CRISPIN PORTER + BOGUSKY

2007-2012

Boulder CO., CPBgroup.com

- Worked in Photoshop on a daily basis, specializing in retouching, compositing, illustration, restoration, resolution management, color correction, and concepting.
- Worked in Maya, Vray and Mental Ray, focusing on scene building, product stills, modeling, texturing, lighting, and rendering.
- Serviced clients such as Microsoft, Volkswagen, Burger King, Dominoes, Milka, Under Armour, Jose Cuervo, Old Navy, Coke Zero, Nike, Baby Carrots, MetLife, and Best Buy.
- Composited and retouched 3D textures, food & beverage, automotive, lifestyle, fashion and product photography.
- Operated as Lead CGI Artist on Milka and Baby Carrots product rendering.
- Operated as Lead Retouching Artist and Workflow Manager on Microsoft Out-Of-Home I'm-A-PC campaigns and Microsoft 2010 product photography with teams of 3-4 Production Artists.

CONSULTANT / PRODUCTION ARTIST

ZOO TECH / DISNEY

2007

Burbank CA., Zoo-Tech.com

- Zoo Tech produces speech translation software for Closed-Captioning and DVD packaging, production and distribution.
- Tested and assessed current print translation tools for software bugs and usability, advised future development.

RETOUCHER / PRODUCTION MANAGER

AGI MEDIA / TM LTD.

2004-2006

Los Angeles CA., AGImedia.com

- TM-AGI Media specialized in translating packaging assets and preparation for global print distribution. The daily operations included asset collection, preflight, retouching, color correction, proofing, QC and file delivery.
- Oversaw the production of DVD, POS, and Home Video packaging for Disney, Warner Brothers, Fox, and Universal.
- Supervised a 25+ member staff, including Retouchers, Production Artists, Traffic Coordinators, Shipping, and QC.
- Coordinated daily operations between the Los Angeles Production team, London Production team, Account Representatives, Customer Service Representatives, Clients, and IT to meet multiple deadlines per day.
- Worked as production artist and retoucher on the Warner Brothers and Disney account.
- Researched, developed and implemented packaging templates for Disney's 15+ brand subdivisions.
- Received AGI Media's 2005 Outstanding Performance Award.