



Michael Mills–Winkler 3D Artist & Designer

SOFTWARE

Photoshop • Illustrator • Maya • 3DSMax • ZBrush • 3DCoat • Substance Painter
Quixel Suite • Unity • Unreal • Xnormal • Marmoset

SKILL SET

Photo Retouching • Graphic Design • Digital Illustration • Mock-up Assembly
Photoshop Special Effects • Illustrator Prepress • 3D Design & Illustration

ADDITIONAL SKILLS

Traditional Fine Art - Hand Sketching • Pen & Ink • Painting • Sculpting • Paper-craft
Writing - Short Fiction • Poetry • Copy • Public Relations

AWARDS

A.I. June 2016 - Graduate Portfolio Show Best in Show Award
DeviantArt.com – 3 Daily Deviations for Fine Art
Behance – 1 Daily Feature for Illustration
SketchFab – 1 Staff Pick for Realistic Modeling & Texture
Laguna College of Art and Design – Partial Merit Scholarship

WORK HISTORY

2005- Present

Senior Graphic Designer - Davis Partners, LLC

Responsibilities - Design of flyers, postcards, window decals
Design and maintenance of property site plans in illustrator and winstack
Inter-office design and software support, B2B design

2004-2005

McHale Design - Production Artist

Toy and Disc Packaging – Main Clients - Bandai, Playmates
Responsibilities - Package design, spot art illustration, photo retouch
Assembly of package mock-ups, various Photoshop and Illustrator support

EDUCATION

BS - Game Art and Design
Art Institutes
Orange County, Ca – 2013-2016

● Certificate - Illustration
● Laguna College of Art and Design
Laguna, Ca – 2001-2004

● AA - Graphic Design
● Brooks College of Art and Design
Long Beach, Ca – 1998-2000