

MIKE OAKLEY

ABOUT

Mike Oakley is a true 3D generalist with 20 years of experience in Animations, Materials, FX, Games, Compositing, and Editing.

With his energetic attitude, encouraging teamwork, modernizing pipelines, problem solving, and technical insight assures projects exceed expectations.

SKILLS

3dsMax

V-Ray

Nuke

Adobe Suite

Maya

Arnold

Houdini

Unreal

ANIMATIONS

Animals & Vehicles

Cameras & Scenes

Rendering

LOOK DEV

Shading & Lighting

Scene Management

3D & Comp Pipelines

VFX / FX

Fire, Smoke & Fog

Destruction & Fire

Blood & Grime

COMPOSITING

Green Screen

BG Replacement

Comp & Editing

EDUCATION

2000 | Art Institute of California

Associate of Science in Animation

Art and Design

AWARDS

2013 Emmy

Outstanding Special Visual Effects in a Supporting Role

2013 HPA Nomination

Outstanding VFX

2014 Emmy Nomination

Outstanding Special Visual Effects in a Supporting Role (Uncredited)

www.MikeOakley.com

EXPERIANCE

TEN GUN DESIGN

2019-2021

Senior 3D Artist

Creative Agency

THE PICTURE SHOP

2019-2020

Freelance VFX artist

You and the Moth

TEAGUE

2015-2019

Senior 3D Imagery Designer

Creative Agency

ENCORE HOLLYWOOD

2012-2014

VFX Artist | Episodic

Banshee, Scorpion, Extant, Flash, Hawaii Five-O,

Under the Dome & Tomorrow People

PIXOMONDO

2011-2013

Visual Effects Artist

Oblivion, Green Lantern, NHL Commercial &

Journey 2 : The Mysterious Island

RELEVANT VFX

2011

3D Generalist

Hess Snow Writer

SVENGALI FX

2010

CG Supervisor & Visual Effects Artist

Priest & Iron Man 2

PRIME FOCUS

2009

Visual Effects Artist

Avatar

UNCHARTED TERRITORY

2008-2009

Visual Effects Artist

2010 Movie

SWAY STUDIOS

2007-2008

3D Generalist

Bounty, Pontiac "Spy Hunter",

Chandon After Party & Toyota Corolla

MECHNOLOGY

2001-2007

Lead VFX Artist

Charmed, The Aviator, Bonneville, Santa Slay, House

of the Dead 2, Initiation of Sarah, Veronica Mars,

and The Curse of King Tut's Tomb