

MIKE OAKLEY

ABOUT

Mike is a multi-disciplined digital artist with expertise in 3D Animation, Look Dev, VFX, and Compositing.

In his 20+ years as an artist he has enjoyed changing hats on projects to fill in gaps on a production. He has an energetic attitude and believes in teamwork, modernizing pipelines, and problem solving with technical insight.

SKILLS

| | |
|-----------|-----------|
| Animation | Cameras |
| Lighting | Look Dev |
| Pipelines | Rendering |
| Scenes | Shading |

SOFTWARE

| | |
|-------------|---------|
| 3ds Max | Maya |
| V-Ray | Arnold |
| Nuke | Houdini |
| Adobe Suite | Unreal |

EDUCATION

2000 | Art Institute of California
Associate of Science in Animation
Art and Design

AWARDS

2013 Creative Arts 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)

EXPERIENCE

NEXODUS

Senior CG Generalist / *Commercial*

ZERO VFX

3D Generalist / *Film & Commercial*

VOSSLER

3D Generalist / *Commercial*

RIOTMAKER

3D Generalist / *Commercial*

TEN GUN DESIGN

Senior 3d Artist / *Creative Agency*

THE PICTURE SHOP

3D Generalist / *Film*

TEAGUE

Senior 3D Imagery Designer / *Creative Agency*

ENCORE HOLLYWOOD

VFX Artist / *Episodic*

PIXOMONDO

Visual Effects Artist / *Film*

RELEVANT VFX

3D Generalist / *Commercial*

SVENGALI FX

CG Supervisor / *Film*

PRIME FOCUS

Visual Effects Artist / *Film*

UNCHARTED TERRITORY

Visual Effects Artist / *Film*

SWAY STUDIOS

3D Generalist / *Commercial*

MECHNOLOGY

Lead VFX Artist / *Film & Episodic*