

# 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 / *Film & Commercial*

### ALKEMY-X

Senior CG Generalist / *Film*

### METHOD STUDIOS

Senior CG Generalist / *Commercial*

### ZERO VFX

3D Generalist / *Film & Commercial*

### 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*