

# Michael Linman

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## Summary

Lets push the boundaries, remove restraints and create something special. Changing the world one pixel at a time. Blood, sweat and tears the work is never done, only approved. Creatively diverse and not apologizing for it, sorry not sorry. I enjoy creating on my own and/or being apart of a talented team whom knows how to be professional. <https://mllinman.wixsite.com/linmanstudios>

Specialties: Photoshop, Nuke Studio, Maya, 3DSMax, Vray, Red Shift, 3D modeling, lighting, rigging, Keyshot, Unreal Engine, VFX, digital illustration.

## Experience



### 3D Generalist/Nuke Compositor/Illustrator

Seeking new challenges

Sep 2013 - Present (9 years 11 months)

Currently seeking new challenges

- Digital Illustration and Concept Design
  - 3D modeling, 3D Animation, 2D Animation, lighting, rigging,VFX, kitbashing
  - Nuke Compositing, AfterEffects,
  - Unreal Engine, Unity
- 3D Visualization and Nuke Compositing

Specialties: Photoshop, Zbrush, Maya, 3DSMax, Blender, Vray, Redshift, Nuke Studio, 3D modeling, lighting, rigging, concept art, Modo, Keyshot, Unreal Engine, Unity, 2D Animation, 3D Animation,



### Lead Compositor

EyeSpyVFX

Jan 2023 - May 2023 (5 months)



### Nuke Compositor

King's Ransom Media

Sep 2022 - Mar 2023 (7 months)



### Nuke Compositor

Perception

May 2022 - May 2022 (1 month)

Nuke comp for post final delivery

Comp trouble shooting and error correction

Scene setup

color grades and corrections

CGI VFX integration

Rotoscoping  
Camera tracking - Cornerpin tracking



## **CGI Production Artist**

Hogarth

Mar 2021 - Mar 2022 (1 year 1 month)

3D Generalist

Nuke Compositor

3DSMax and Nuke

Vehicle rigging and wheel turn animations

Data ingest, V-Ray material creation, lighting

Nested layer builds for 3D and Nuke



## **3D Generalist**

Dassault Systèmes 3DEXCITE

Oct 2017 - Jul 2018 (10 months)

3D Generalist and Nuke compositor

Maya and Nuke

3D Renders, Lighting, Part Cutting, UI design and creation for interior dash/animation

3D and 2D Animation for Comp

Vehicle rigging, data, scene setup, lighting for BYO

Unity for vehicle animation



## **3D Artist Generalist**

Mackevision

Feb 2016 - Dec 2016 (11 months)

Scene setup and optimization

Lighting, 3D Animation, modeling, rigging, vfx dynamics, and Nuke comp

Maya, 3DSMax, Vray shading and rendering. Studio lighting

3DSMax scene to Maya conversion

Unreal Engine for Visualization, animation and integration for virtualization



## **Senior Designer**

Edge Wraps

Aug 2015 - Jan 2016 (6 months)

Concept paint schemes for client vehicles. Designing custom one off original designs. Work with installers for proper design layout. Implement new server optimization and workflow streamlining



## **VFX Supervisor/ Nuke Compositor/Senior Artist**

S5 Entertainment

Oct 2013 - Jun 2014 (9 months)

- Motion graphics and interface design

- manage pipeline for VFX integration

- Senior Nuke Compositor for live action/CGI integration

- Color Correction and D.I.T, LUT creation

- Manage artists and ensure quality work
- Co-Direct and assist lighting and maximizing digital camera output
- Direct/Co-Direct Greenscreen and tracking markers shots
- Consult for VFX and Military related shoots
- Storyboards and Keyframe concepts



## **VFX Supervisor/Senior Artist/Art Director**

### **Fan Made Productions**

Apr 2010 - Sep 2013 (3 years 6 months)

- Motion graphics and interface design
- Handle pre-post production work load
- Coordinate teams and Direct VFX for Live action and visual consultant on set
- Storyboards, Motion graphics and 2D Animation via Nuke / AfterEffects
- Military consultant for film
- All visual elements and color correction
- Lead artist, 3D modeler, Compositor, Animation, Concept Artist, Graphic Designer, HDRI creation for CG
- Vehicle driver for steady cam
- Directing RED Cinema camera for pickup shots and BRoll



## **Team Leader, Senior Artist**

### **306th PsyOp USAR SOCOM - USACAPOC**

Aug 2007 - Dec 2010 (3 years 5 months)

Set and managed pipeline for offset printers. Created proofs and concepts for clients approval. Hand picked teams for specific task that required specific talent. Over see all projects for final approval. Tactical dissemination of products. Create, design, and manage,classified documentation and/or graphic elements. Web Design and graphics creation.

- Manage and lead internal and external PrePress art teams
- Critique own and others' work constructively and raise internal artistic bar
- Expertise to execute on an artistic vision, and reviewing artwork
- Define art pipelines, standards for internal projects
- Experience mentoring and developing junior artists
- Strong sense of form/color/lighting/composition



## **SGT Team Leader**

### **Marine Corps Recruiting**

Nov 1997 - Aug 2007 (9 years 10 months)

Lead and trained the best Marines to hit the sand. Weapons instructor, and Company Sniper. Security Specialist and unit trainer. Anti-terrorism and counter sniper operations.

2000 Miramar Rifle and Pistol Team

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2000 – 2001 PMI & range Coach

MK19 Machine Gun Course Cert, Cert of Contamination (Oleoresin Capsicum)

2004 August MCMAP (Green Belt)

2005 MK19 Instructors Course March

SASO April

Provisional Sniper Training (STA) Barrett .50 cal SASR

Force Pro Company Sniper 2005 Fallujah, Iraq  
2003 – 2006 Company Machine Gun Instructor (240G, 249 SAW, M2 )  
2010 – 2013 Military Consultant for Film

## Education



### **The Art Institute of California-San Diego**

Bachelor's Degree, Media Arts and Animation

2008 - 2010



### **Miramar Community College**

Associates, Fine Arts-Painting

2003 - 2005

## Skills

Green Screen Keying • Rotoscoping • Finalization • VFX • Maya • 3D • Compositing • Digital Illustration • Visual Effects • 3D Modeling

## Honors & Awards



### **Military Awards - USMC**

2007

Global War on Terrorism Service Medal, Global War on Terrorism Expeditionary Medal, Sea Service Deployment Ribbon 2nd Award, Armed Forces Reserve Medal with “M” for Mobilization, Selected Marine Corps Reserve Medal, Navy Meritorious Unit Commendation, Marine Corps Good Conduct Medal, National Defense Service Medal, Navy Marine Corps Achievement Medal, 8th Award Rifle Expert, 4rd Award Pistol Expert, Certificate of Commendation (Individual Award, 5 Letters of Appreciation, Certificate of appreciation,