



Michael Lindner
Environment Artist

Los Angeles, CA

CONTACT

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ABOUT ME

Michael is a 3D environment artist who has a love for MMORPG and competitive games.

SUMMARY OF SKILLS

Environment art creation

- + Creates production ready modular assets for large landscapes
- + Skills in hardsurface and organic modeling

Unreal Engine Generalist

- + Experience with unreal's blueprinting systems to help create effects. As well as foundational knowledge for game mechanics.
- + Efficient use of the material editor to create complex master shaders for landscapes, foliage and props
- + Ability to problem solve and optimize for realtime and tackle a variety of scenarios

EXPERIENCE

CG Generalist August 2022 - Present

CheckpointVFX - Remote Contract

- + Modeling, texturing, lighting, and layout of interior and exterior sets based off concept art
- + Processing models into our asset library.
- + Working with tracked cameras to align and setup shots for rendering
- + Setting up scenes for our different render layers
- + Rendering of shots with an assigned shot list from Shotgrid
- + Utilized clarisse for rendering and scene layout and asset management

RECOGNITION

January 2023

Featured art on Gnomon's 2023 Student Reel

January 15, 2021

Featured art on Gnomon's Instagram

EDUCATION

Gnomon

Los Angeles, CA

BFA in Digital Production
with game art concentration

SKILLS

- + Modular and procedural asset creation
- + Stylized texturing
- + Realistic texturing
- + Blueprint in Unreal Engine

SOFTWARE

3D

- + Maya
- + 3DS Max
- + Zbrush
- + Unreal Engine
- + Houdini
- + Marvelous Designer
- + Photoshop
- + Clarisse
- + Shotgrid

Texturing

- + Substance Painter
- + Substance Designer
- + Quixel Suite

Rendering

- + Vray
- + Redshift
- + Clarisse