

Michael A. Bocchi

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Objective

3D Modeler / Texture Artist looking for a fast-paced fun team environment where creativity is key with plenty of challenging work and learning opportunities

Qualifications

- Detail-oriented 3D Modeler
- Working knowledge of the game development production pipeline
- Experience in Waterfall and Agile management methods
- Experience creating procedural and photo-based textures
- Skilled level editor and scripter
- Experience working with small and large teams

Software knowledge

3DS Max
Photoshop

Illustrator
Flash

C++/C#
Bryce

Education

Brown College

Bachelor of Science, Game Design and Development

March 2009

Hennepin Technical College

Diploma, Digital Media Designer

March 2002

Experience

Archon Games (May 2009 – August 2009)

Texture Artist (Created highly stylized textures, optimized models, unwrapped models)

Preferred Interactive (January 2009 - March 2009)

Intern (Created detailed 3d models and photo realistic textures)

Target Corporation (1998 - Present)

Flow/Logistics (organized team members, carried out tasks, worked with guests)

Other Experience

Nerf Blasters! - Created environmental models, various stylized textures, sound effects, dialogue, music, scripted data blocks and audio functions and lead a team in a 6 month time frame with 14 people.

Unreal Level “Anteup” – Led a team of 7, created textures for a warehouse environment, created a stub level for testing and placement, gave critical feed back to the team

Solar Conflict – Individual project , created concept, built game ground up to alpha, scripted, modeled and textured for 2D sprites, created sounds, music, and made a stylish user interface for this classic style side scrolling space shooter

Associations / Awards

Graduated with Distinction GPA 3.98

Co-founder of the Art Club at Brown College

Visit my online portfolio at www.michaelbocchi.com