

Migo Wu
Game Developer/ Digital Artist
Résumé

(cell) 626-2155157
migowu@yahoo.com (Email preferred)
<http://www.migowu.com/>

I am a game developer and digital artist with a strong background in traditional art and extensive experience targeting next-generation platforms. My collection of published titles has covered a wide range of artistic styles across a variety of platforms, old and new.

I am seeking opportunities where I can contribute with my aesthetic sense and technical skills.

Industry Experience

2011- Present	Wirefree Thought	Lead 2D/ 3D Artist	Redondo Beach, CA
2010- Present	Rio Hondo College	Adjunct Instructor,	Whittier, CA
2003- 2011	FarSight Studios,	Senior/ Lead Artist,	Big Bear Lake, CA
2002-2003	Artifact-Entertainment	Texture Specialist	Phoenix, AZ
1999-2002	SWEDA	Lead artist and product designer	Monrovia, CA
1997-1999	Media Super Collider	3D Artist	Marina Del Ray, CA
1997-1998	Visual Magic Images	Storyboard artist/ texture artist	Los Angeles, CA

List of Game Credits

Senior Artist	Pinball Williams 3D	Nintendo 3DS	Crave Entertainment	2011
Senior Artist	Brunswick Pro Bowling	PS3 Move/ Kinect	Crave Entertainment	2010
Senior Artist	Game Party In Motion	Xbox360 Kinect	Warner Brother Game	2010
Senior Artist	Pinball Williams	PS3/XBOX360	Crave Entertainment	2010
Senior Artist	Vacation Isle	Will Balance Board	Warner Brother Game	2010
Senior Artist	NFL Rush Zone	Leapster Explore	Leap Frog Game	2010
Senior Artist	Game Party 3	Wii	Warner Brother Game	2009
Senior Artist	Hotel for Dogs	DS/ Wii/ PC	505 Games	2009
Senior Artist	Backyard Baseball 2010	Wii/ PS2	Atari	2009
Senior Artist	Backyard Football 2009	PC/ Wii/ PS2	Atari	2009
Senior Artist	Game Party 2	Wii	Midway	2008
Senior Artist	Game Party	Wii	Midway	2007
Senior Artist	Backyard Football 2008	PC/ Wii/ PS2	Humongous	2007
Senior Artist	Pinball Williams	PS2/ PSP/Wii	Radica Innovations	2007
Senior Artist	Football 2	PlayTV	Radica Innovations	2007
Senior Artist	Hard Rock Casino	PS2/ PSP	Crave Entertainment	2006
Senior Artist	Scarface	PSP,	Sierra Entertainment	2006
Senior Artist	Gottlieb Pinball Classics,	PS2/ PSP	System3	2005
Senior Artist,	Gibbi	PlayTV	Radica Innovations	2005
Senior Artist	Basket Ball	PlayTV,	Radica Innovations	2005
Senior Artist	Baseball,	PlayTV,	Radica Innovations	2005
Artist	Pinball Hall of Fame	PS2/ XB/ GC	Crave Entertainment	2004
Texture Artist,	Horizon-Empire of Istar	PC/ MMO	Atari	2003
Lead 2D Artist,	OnChat	Web Base	Media Super Collider	1998

Qualifications:

- Expert knowledge in Adobe Suite CS6, Photoshop, Illustrator, Acrobat Pro, and After Effect
- Extensive knowledge in Autodesk Maya and 3D Studio MAX 2014 and xNormal.
- Experience with Unreal, Unity3D Engines, zBrush and Mudbox.
- Experience with Motion Graphics and Non-Linear Video Editing.
- Proficient in creating visually stunning concept art, strong process and team management.
- Extremely proficient in hand painted, highly detailed textures in both photo-real and stylized articulations.
- Organized and able to work efficiently under tight deadlines.

Education

2011-2013	MFA (GPA 4.0)	Savannah College of Art	Savannah, GA
2000-2002	3D Animation	Mt. San Antonio College	Walnut, CA
1993-1996	BFA (with honors)	Pratt Institute,	Brooklyn, NY
1991-1993	Fine Arts	Thomson River University,	Kamloops, B.C., Canada

Honors and Awards:

- SCAD Entelechy 2013, Best Game Environment, Semi-Finalist
- Savannah College of Art (SCAD) Honors Grad Scholarship
- SCAD Multicultural Scholarship
- SCAD Grad Student Opportunity Grant
- Pratt Institute- Best of Puck Show/ Graduation Portfolio
- Pratt Institute- Dean's List
- Pratt Institute- Graduate with Honors