

Michael A. Mulock

www.michaelmulock.com

403 382 9427

mikey@michaelmulock.com

Objectives: Join a creative team in delivering high quality work, and learn as much as I can along the way.

Experience:

Feb - March 2009

Freelance

Lethbridge, Alberta

Character TD & modeler

- o Responsible for character model finaling and rigging for a proposed animated short.

March-April 2008

Freelance

Lethbridge, Alberta

Character TD & animator

- o Responsible for rigging and animating KoolAid Man for a KoolAid singles spot.

April - May 2007

Freelance

Toronto, Ontario

Character TD & animator

- o Responsible for rigging and animating Mr. Monopoly and 15 background characters for a Monopoly game spot.

June 2004 - July 2007

Mr.X Inc.

Toronto, Ontario

Senior animator

- o Worked directly with the Animation team and VFX supervisors to meet the needs and expectations of the director. Major responsibilities included creature animation, prop animation, modeling, rigging, layout and camera tracking.

FILM CREDITS

- **Resident Evil: Extinction** (Animated hero and particle crows. Setup base crow flock rig.)
- **Silent Hill** (Animated hero roaches and roach run, walk and die cycles)
- **Dead Silence** (Rigged, animated and tracked the demon tongue. Modeled the bridge and old theater towers.)
- **Skinwalkers** (Animated werewolf climbing beam. worked on hero/cycle animation for the hawk.)
- **Shoot Em Up** (Tracked and animated car flip sequence. Worked on layout, tracking and animation for the Sky dive sequence.)
- **The Greatest Game Ever Played** (Tracked footage and animated golf balls. Animated parts of the score board sequence.)
- **Four Brothers** (Worked on layout for the car chase sequence.)
- **Man Of The Year** (Worked on layout and camera tracking.)
- **Balls Of Fury** (Animated and tracked many ping pong ball shots.)
- **Closing The Ring** (Animated flying birds)
- **Happily Never After** (Modeled, rigged and textured many props and sets.)
- **Ice Princess** (Hand tracked CG faces of the actors to match the stunt doubles movements.)
- **Assault On Precinct 13** (Worked on animation, modeling, rigging, texturing, tracking and lighting)

April 2005- May 2005

Freelance

Toronto, Ontario

Character animation

- o Responsible for rigging and animating the Chevy impala logo for a television spot.

- | | | |
|---|---------------------------------|----------------------------|
| Summer 2003
Character animation | Framework animation | Lethbridge, Alberta |
| ○ Responsible for boards, layout, modeling, texturing, rigging, animation, and lighting for a television pilot. | | |
| Summer 2002
Graphic design | Lethbridge Monumental | Lethbridge, Alberta |
| ○ Created images to be laser etched onto granite. (Contract based) | | |
| Fall 2002
Assistant Instructor | University of Lethbridge | Lethbridge, Alberta |
| ○ Taught 3d fundamentals and some advanced animation concepts using 3ds Max. | | |

Education:

Digital Character Animation Diploma, **Sheridan College**. (2003 - 2004) Oakville, Ontario

BFA (New Media), **University of Lethbridge**. (1999 - 2003) Lethbridge, Alberta

Creative Skills:

- Character design
- Character animation (realistic to cartoony styles)
- Drawing and sculpting.
- Storyboarding.

Tech Skills:

- Modeling.
- Rigging
- Character and set lighting

Personal Skills:

- Story and script writing.
- Martial Arts
- Guitar

Fluent with:

- Maya 2008
- 3dsmax 5
- Combustion 4
- Photoshop CS3
- Premiere pro
- Sony Vegas
- MS Windows