

# MICHAEL CAPUTO

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michaelcaputo3d.com

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## MODELER

### Profile

Highly motivated 3d animation post-graduate with extensive knowledge of polygonal and box modeling, texturing and unwrapping. Acquired fundamental knowledge of rigging and skinning and posing characters in dynamic poses. Excellent understanding of human anatomy and proper edge loop flow, with an eye for detail.

**Excellent communication and team networking skills** - Creative, mature and positive individual, highly organized and efficient, honest and reliable. Able to work well in team environments with a positive attitude. Willing and able to learn new procedures and concepts.

### Software Skills

3d Studio Max  
Adobe Premiere Pro  
Autodesk Maya

Adobe Photoshop  
Adobe Flash

Adobe After Effects  
Autodesk MotionBuilder

### Traditional Skills

Life Drawing

Painting

Storyboarding

### Education

**Humber College** - 3d for Production-  
Broadcast Design and Animation  
Graduated with Honours (Certificate)

(Sept 2007 – August 2008)

Focused on creating and designing demo reel along with learning compositing techniques using Combustion and Adobe After Effects. Also studied advanced lighting techniques using Mental Ray and Dome lighting for creating Global Illumination.

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**Humber College** - Multimedia 3d Animation-  
Graduated with Honours (Diploma)

(Sept 2005 - April 2007)

Studied a blend of digital and traditional art, understanding the creative and technical process involved including: Modeling characters, objects and scenes, rigging and skinning characters, unwrapping and texture mapping, and animation. Life drawing, character design and post production were also studied.

**Seneca College** - Art Fundamentals  
Graduated with Honours

(Sept 2004 - June 2005)

Studied basic fundamentals of drawing including perspective, volume, shape, form and shading. Life drawing, illustration, colour theory, digital photography and art history also broadened my skills as an artist and made my creative and visual skills stronger.

## Industry Experience

**Modeler-** (Toonbox Entertainment Ltd.)

(December 2008- November 2009)

- Modeled, UVW unwrapped and textured 3D characters, props and sets for a T.V. series (Bolts & Blip).

**Character Modeler-** (PEN Productions Inc.)

(August 2008- December 2008)

- Modeled and UVW unwrapped 3D characters for a T.V. series that is in the works.