



MICHAEL FILIPPOFF

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PROFILE

Ability to creatively excel in the dynamic, fast-paced online and mobile/marketing game environment. Accomplished and published photographer. Aptitude to create unique 2D/3D art, graphic designs, and motion graphics in a variety of different mediums. Develop creative solutions to challenges while maintaining tight schedules, multi-tasking, attention to detail, and meticulous work style. Contact, build, and manage relationships with outside vendors to facilitate a high level of consistency in ongoing and future products.

EXPERIENCE

Senior UI/UX Motion Artist - EA

Redwood Shores, CA 3.22 - Present

Generate motion graphics, social media assets, and assorted Marketing materials/art in a broad variety of styles and techniques, both still and animated.

Ramp Agent - United Airlines

Denver&San Francisco, CA 8.19 - Present

Working daily on the ramp to ensure the timely arrival and departures of Aircraft. Certified in push-back and loader operations. I interact daily with pilots both before and during push-backs.

Marketing Senior Artist - Illumix

Redwood Shores, CA 5.19 - 4.20

Generated high-level art and designs in a broad spectrum of styles and techniques — expert skillset in 2D/3D art production with superior level skills in photography, photo retouching, logo creation, marketing assets, and brand identity.

Sr. Marketing Graphic Designer - MZ

Palo Alto CA 11.15 - 6.18

Generated high-level art and designs in a broad spectrum of styles and techniques — expert skillset in 2D/3D art production with superior level skills in photography, photo retouching, and brand identity. Motion graphics are also an interest. Proven experience with creative asset creation in a fast-moving and dynamic setting. A top-notch track record in shipping AAA title world-leading mobile games. Worked closely with game development teams, art directors, and upper management in highly-collaborative environments. Trained and mentored artists in various programs and techniques. Excellent working knowledge of Adobe Software Suite. Published titles include Game of War, Mobile Strike, and Final Fantasy XV - The New Empire. Worked with numerous projects and clients in a marketing artist capacity, including Oath, Draft Kings, and multiple titles.

Senior Artist/Manager - EA/POGO

Redwood Shores, CA 1.06 - 4.14

As a Senior Level Artist/Manager and Art Director in a rapidly iterative environment, I've developed and collaborated on numerous game titles. Job responsibilities included: concept designs, UI/UX elements, iterative game assets, finished art, logos, and numerous marketing materials. Managed teams of artists, provided project schedules, and managed quarterly/yearly reviews.

Created a variety of game art assets utilizing 2D/3D illustrations, 3D animations, photography, icons, logos, print collateral, advertising and marketing art, posters, and web assets. Responsible for the supervision and mentoring of junior and contract artists, monitoring art integrity and adhering to established schedules while maintaining the highest quality standards. Trained/mentored teams with the use of various software packages. Provided prototypes and reviews of internal and external assets, including vendors from China and India.

Published titles on the Web, Facebook, iPhone, iPad, and Google/Android including MONOPOLY, RISK, TUMBLE BEES, BINGO LUAU, TURBO 21, THE POPPIT! SHOW and POPPIT HTML5 on Google Plus. Excellent working knowledge of Photoshop, Illustrator, 3D MAX, Lightroom, and Premiere. Familiarity with After Effects, Flash, Final Cut Pro, iMovie, Quicktime, Modo, Painter, and Perforce. Some experience with Unity.

Photographer/Graphic Designer - Freelance SF Bay Area 1.84 - present

Created various assets including photographic imagery, 2D/3D illustrations, 3D animations, icons, logos, brochures, print collateral, athletic event branding, t-shirt, medal and water bottle designs, advertising posters, and web assets. Expert ability to composite, color correct, resize, sharpen, HDR process, time-lapse capture, and process post-production imagery. Experience working in sporting events, weddings, and social event/lifestyle imagery.

Partial client list includes: NATIONAL GEOGRAPHIC MAGAZINE, AAA MAGAZINE, RONALD McDONALD HOUSE, SPECIALIZED BICYCLES, CALIFORNIA KING TIDES INITIATIVE, BRIO SOFTWARE, SILICON VALLEY MARATHON

Senior Artist/Contractor - 3DO Company Redwood City, CA 10.02 - 6.03

Hired by 3DO to create art assets for multi-console games. Responsibilities included: 3D level/environment creation and manipulation for both Xbox and Sony Playstation.

Published titles include: JACKED

Senior Artist/Contractor - New Pencil Sausalito, CA 3.02 - 10.02

Hired by New Pencil, in conjunction with MAXIS, to create art assets including detailed 3D renders, animations, background art, and interface screens.

Published titles include SIM CITY 4K, THE SIMS EXPANSION KIT, and HARRY POTTER ONLINE.

Senior Artist/Art Director - Mattel Interactive/SSI Novato, CA 1.97 - 3.02

Led creative teams for the development of new game concepts, designs, and identities. Guided teams of multiple artists on projects from concept to completion. Responsible for the creation and implementation of graphics, images, icons, interface design, background art, 2D/3D art, and 3D animations. Coached and mentored teams with the use of various software packages. Developed assets for print promotions, box designs, advertising and marketing collateral, identity pieces, and brochures. Created schedules and maintained databases for all assets. Contributed continual enhancements to gameplay and design changes throughout the life of projects.

Published titles include: PANZER GENERAL I, IMPERIALISM, PANZER COMMANDER, SILENT HUNTER, STAR GENERAL, BABYZ, PETZ4, DOGZ4, CATZ4, PEOPLE'S GENERAL, PACIFIC GENERAL, AD&D/ DARK SUN, PANZER GENERAL II and PANZER GENERAL III

EDUCATION

San Jose State University

Studied Graphic Design with an Illustration Concentration

SKILLS/INTERESTS

Expertise with Photoshop, Lightroom, Camera RAW, Illustrator, 3D Studio MAX, Premiere, Painter, and Adobe Bridge. Ability in After Effects, Maya, Modo, Final Cut Pro, Flash, iMovie, Quicktime, and Perforce. Some experience with Unity. Take pleasure in photography, animation, illustrations, movies, and costume design.

REFERENCES

Aron Lusen	Former Art Director at MZ	alusen@gmail.com
Dean Ruggles	Art Director/Manager at EA	druggles@ea.com
Suzie Greene	Manager/Art Director at EA	suziegreene88@gmail.com
Steve Burke	Nvidia (former manager at SSI)	sburke@nvidia.com