Michael Rudzinski - Mirabile
3D Artist / Game Designer

Contact

+1 862.881.9300

/michael-rudzinski/

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Mike@KravenArk.com

Education

Bachelor's of Science
Game and Software Design
Sheridan College (2020)

Certifications
Weapons and Props for Games
Prop Modelling for Film
CGMA (2019-2024)

Hard Surface Modelling (I & II)
Introduction to 3D Rendering
Gnomon (2019-2022)

Skills/Software

Game Engines
Unreal Engine
Unity

3D Modelling
Maya
3DS Max
Cinema4D
MODO

Textures
Substance Painter
Quixel

Sculpting
3D Coat
Zbrush

Rendering
Keyshot
Vray

Career Objective

Creative and versatile 3D Artist, with a focus on Environment and Architectural art. With over 5 years of professional experience across diverse pipelines and experimental technologies. I bring a comprehensive understanding of production workflows from early concepts to final execution. A graduate of Sheridan College, with a Bachelor's in Game Design, my expertise spans a multitude or projects with teams ranging from small indie productions to large globally recognized franchises. Passionate about pushing the boundaries of digital artistry, I am eager to collaborate on new innovative projects that demand technical excellence and creative problem solving

Professional Experience

3D Asset Generalist

Stellar Creative Lab (Bardel)   Vancouver, Canada (2022-2023)

- Contributed to the quality assurance (QA) process for environment and character assets in a high-profile, unreleased project at a renowned VFX studio.
- Collaborated directly with an experienced environment lead to ensure high-quality deliverables and meet production standards.
- Improved efficiency by automating aspects of the QA workflow, streamlining processes and enhancing team productivity.

Asset Artist

MPC (Formerly Mr.X) Montreal, Canada (2021-2022)

- Designed, modeled, textured, and developed layouts for a variety of assets on multiple AAA episodic titles, spanning genres from Sci-Fi to Medieval Fantasy to Modern Cityscapes.
- Collaborated with a team of artists to create immersive environments while building tools to streamline multi-purpose pipelines.
- Produced high-quality asset renders for dailies and client deliveries, while liaising with project leads to refine concepts and workflows.

Environment Artist

World For Story   Copenhagen, Denmark(2021-2022)

- Contributed to an innovative VR/AR concept game, working as a versatile artist involved in prop art, vehicle art, character armor, concept design, and environment layout.
- Developed custom VR tools and scripted interactive elements within Unity, enhancing gameplay functionality and immersive experiences.
- Designed and built shaders, textures, and procedural materials, ensuring high-quality visuals across assets and environments.

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Professional Experience (cont)

3D Clothing Animator
Ray of Hope   Remote (2017-2017)

- Collaborated with a team of artists, programmers, and designers to rebuild and modernize an older game engine, transforming it into a refined and visually stunning platform.
- Designed and refined characters, weaponry, and environments to bring a classic video game into a new era.
- Contributed to the creative and technical revitalization of a beloved title, ensuring it appealed to modern audiences while preserving its legacy.

Prop Artist
CounterCurrent Games   Remote (2016-2017)

- Created detailed interior assets to populate and enhance in-game levels.
- Collaborated with the art director to align designs with the game's theme, color palette, and art style.
- Translated concept art into cohesive and visually consistent game assets, ensuring alignment with the overall artistic vision.

Environment Artist
The Missing Few   New York (2017-2018)

- Designed the concept for the User Interface, implemented across both the team's website and video game.
- Collaborated with programmers to develop user-friendly features aimed at engaging clients and attracting viewers.
- Built a strong foundational UI framework that aligned with the project's artistic and functional goals.

References

Riccardo Serraiocco
MPC (Mr.X) Lead Asset Artist

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Jennifer Ipson
Art For Story Lead Programmer

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Tanveer Mirza
CodeNinjas Franchise Owner

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Juho Harju
Ray of Hope Lead Narrative Designer

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Languages (Code)

C++ / Blueprint
Unreal Engine

C# & Js
Unity 3D

MEL & MaxScript
Autodesk

Python
Scripting

Languages (Spoken)

🇬🇧 **English**
Native (C2)

🇪🇸 **Spanish**
Conversational (B2)

🇵🇱 **Polish**
Proficient (A2)

Credits / Projects

Sausage Party - Foodtopia
3D Animated Film (2024)

Witcher & Blood Origin
TV Series (2021-2022)

Secret Headquarters
Live Action Film (2021)

Batgirl (Cancelled)
Live Action Film (2021)

Amsterdam
Live Action Film (2021)

Aruna
VR Game (2021)

The Missing Few
Video Game (2020)

Ray of Hope
Video Game (2018)