

Migo Wu
Game Developer/ Digital Artist/
Instructor/ Grad student
Résumé

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

I am an experienced game developer and digital artist with a strong traditional art background, expertise in targeting next gen platforms, and excellent communication and documentation skills. My large collection of published titles has covered wide range of art style cross past, current, and next generation platforms.

I am interested in positions and a career opportunity where I can contribute my aesthetic and technical skills and ultimately become a valuable asset to your company.

Game Industry Employment History

12/2003-04/2011

Farsight Studios (<http://www.farsightstudios.com/>), Big Bear Lake, California

Senior artist.

- I am closely evolved with game productions from the beginning to the end. During the pre-production phrase, I help brain storm ideas for character and environment design. With my strong traditional art skills, I can quick come out high quality concept art in variety of styles. I can follow the art directions I am given and create content that often meet or exceed expectations.
- Lead Texture artist. I am in charged with most challenging texture tasks for both characters and environment need. I am able to create photo realistic and stylized textures based on art directions.
- Developed UI (user interface) and 3D assets for *Scarface, Money, Power, Respect* on PSP. World builder for *Game Party, Wii*, Lead texture artist for *Pinball Williams. Pinball Gottlieb, Hotel for Dog, Scarface and Hard Rock Casino*
- Composed in game cinematic and credits movies for *Pinball Williams, (360 and PS3), Hotel for Dogs, (DS), Backyard Baseball Series and Backyard Football Series in (PC, Wii and PS2) and Hard Rock Casino, (PS2 and PSP)*

01/2003-12/2003

Artifact Entertainment. (<http://www.linkedin.com/companies/artifact-entertainment>), Mesa, Arizona

- Texture specialist/ 3D artist
- Artifact Entertainment, Inc. is a software development company that specializes in multi-player entertainment titles. The company is dedicated to creating online interactive entertainment simulations and multi-player online gaming technologies using a monthly subscription model. Artifact Entertainment's products include HORIZONS, which is a massive-multi-player on-line role-playing game
- Based on style of this MMO title, all of textures I created for both characters and environment are 100% hand painted. These high resolution textures often need to tile able in our massive environment perfectly without seams. It was not an easy task but I was able managed quite well. By the end of the production over 95% of in game textures were replaced with assets I created.
- Modeling props for in game assets.

- Assisting concept artist, coloring most of black and white concept art into visually stunning pre-visualization.
-

Industry Experience

2003- 2011	FarSight Studios,	Senior/ lead Artist,	Big Bear Lake, CA
2010-Current	Rio Hondo College	Adjunct Instructor,	Whitter, CA
2002-2003	Artifact-Entertainment	Texture Artist	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	<i>Pinball Williams 3D</i>	Nintendo 3DS	Crave Entertainment	2011
Senior Artist	<i>Brunswick Pro Bowling</i>	PS3 Move/Kinect	Crave Entertainment	2010
Senior Artist	<i>Game Party In Motion</i>	Xbox360 Kinect	Warner Brother Game	2010
Senior Artist	<i>Pinball Williams</i>	PS3/XBOX360	Crave Entertainment	2010
Senior Artist	<i>Vacation Isle</i>	Will Balance Board	Warner Brother Game	2010
Senior Artist	<i>NFL Rush Zone</i>	Leapster Explore	Leap Frog Game	2010
Senior Artist	<i>Game Party 3</i>	Wii	Warner Brother Game	2009
Senior Artist	<i>Hotel for Dogs</i>	DS/ Wii/ PC	505 Games	2009
Senior Artist	<i>Backyard Baseball 2010</i>	Wii/ PS2	Atari	2009
Senior Artist	<i>Backyard Football 2009</i>	PC/Wii/ PS2	Atari	2009
Senior Artist	<i>Game Party 2</i>	Wii	Midway	2008
Senior Artist	<i>Game Party</i>	Wii	Midway	2007
Senior Artist	<i>Backyard Football 2008</i>	PC/Wii/PS2	Humongous	2007
Senior Artist	<i>Pinball Williams</i>	PS2/PSP/Wii	Radica Innovations	2007
Senior Artist	<i>Football 2</i>	PlayTV	Radica Innovations	2007
Senior Artist	<i>Hard Rock Casino</i>	PS2/PSP	Crave Entertainment	2006
Senior Artist	<i>Scarface</i>	PSP,	Sierra Entertainment	2006
Senior Artist	<i>Gottlieb Pinball Classics,</i>	PS2/PSP	System3	2005
Senior Artist,	<i>Gibbi</i>	PlayTV	Radica Innovations	2005
Senior Artist	<i>Basket Ball</i>	PlayTV,	Radica Innovations	2005
Senior Artist	<i>Baseball,</i>	PlayTV,	Radica Innovations	2005
Artist	<i>Pinball Hall of Fame</i>	PS2/ XB/ GC	Crave Entertainment	2004
Texture Artist,	<i>Horizon-Empire of Istaria</i>	PC/MMO	Atari	2003

Qualifications:

- Student-centered teaching and learning instructor
 - A member of Digital Animation Advisory Committee Board at Rio Hondo College.
 - I help design an Animation degree program at Rio Hondo College.
 - Power user of Adobe Photoshop, Illustrator, Acrobat, and QuarkXpress with over 16 years
 - Extensive knowledge for Autodesk Maya and 3D studio MAX for almost decade.
 - A Team player with excellent work ethic.
 - 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 treatments.
 - Organized and able to work efficiently under tight deadlines.
 - Proficient in art optimization and maintaining in-game frame rate for best performance.
-

Education

2011-2012	MFA candidate	Savannah College of Art	Savannah, GA
2000-2002	3D Animation	Mt. San Antonio College	Walnut, CA
1993-1996	BFA (with honor)	Pratt Institute,	Brooklyn, NY
1991-1993	Fine Arts	Thomson River University,	BC, Canada

Honors and Awards:

- 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- Graduate with Honor

Affiliations

1996-Present

SIGGRAPH (<http://www.siggraph.org/>),

Game Developers Conference

Special Interest Group on Graphics and Interactive Techniques.

Attendee in SIGGRAPH 1996	Conference Select	New Orleans, LA
Attendee in SIGGRAPH 1997	Conference Select	Los Angeles, CA
Attendee in SIGGRAPH 1999	Conference Select	Los Angeles, CA
Attendee in SIGGRAPH 2001	Conference Select	Los Angeles, CA
Attendee in SIGGRAPH 2002	Conference Select	San Antonio, TX
Attendee in SIGGRAPH 2004	Conference Pass	Los Angeles, CA
Attendee in SIGGRAPH 2005	Conference Pass	Los Angeles, CA
Attendee in SIGGRAPH 2007	Conference Pass	San Diego, CA
Attendee in SIGGRAPH 2008	Conference Pass	Los Angeles, CA

GDC (<http://www.gdconf.com/conference/index.html>),

Game Developers Conference

Attendee in GDC 2006	San Jose, Convention Center
Attendee in GDC 2007	San Francisco Moscone Center
Attendee in GDC 2008	San Francisco Moscone Center
Attendee in GDC 2009	San Francisco Moscone Center

2003-Present

E3 (<http://www.e3expo.com/splash/>)

Electronic Entertainment Expo

Attendee in E3	2003	Los Angeles, Convention Center
Attendee in E3	2004	Los Angeles, Convention Center
Attendee in E3	2005	Los Angeles, Convention Center
Attendee in E3	2006	Los Angeles, Convention Center
Attendee in E3	2007	Los Angeles, Convention Center
Attendee in E3	2009	Los Angeles, Convention Center
Attendee in E3	2010	Los Angeles, Convention Center
Attendee in E3	2011	Los Angeles, Convention Center