



MICHAEL ALAN SCHREINER

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Profile

With an extreme passion for art, Michael has dedicated his time studying about how to make amazing visuals both by print and digital. He is inspired to learn new skills and techniques to achieve better and quicker results on creative project. With that said, he is capable in handling multiple projects and works well individually or with a team under tight deadlines. Furthermore, Michael is adaptable, diligent and enthusiastic while working on projects.

SOFTWARE PACKAGES

* 3DS Max * ZBrush * XNormal * Unity * Photoshop
* Illustrator * After Effects * Flash * InDesign *Final Cut Pro
* Quixel

SKILLS SUMMARY

*3D Modeling *Texturing *VRay Render *Video Editing
*Graphic Design *Flyer Design *3D & 2D Animation *3D Sculpting
*UV Unwrapping *Storyboarding *Motion Graphics *Typography
*Logo Design *Photo Manipulation *Mental Ray Render *Rigging
*Special Effects

EXPERIENCE

Philadelphia Sign(Graphic Designer)

September 2016 - October 2016

- View project listings in File Maker and follow the instructions that is noted.
- Retrieve premade vector graphics from the network server.
- Crop and edit photographs in Photoshop as instructed.
- Copy and paste edited photographs into Illustrator.
- List dimensions on the photograph in Illustrator.
- Scale premade vector graphics to fit in the photograph.
- Use Google Earth to snap a screenshot of the property site.
- Create pages in Illustrator and export the files as JPG.
- Imported the JPG file images in File Maker and place them into the required image field.
- Generate a book as a PDF file in File Maker Pro.
- Upload files to the network server.

FREELANCE EXPERIENCE

Schreiner Electrical Services / Brand Designer(Freelancer)

September 2017 - October 2017

- Use Adobe Illustrator to design, trace and color their branded logo
- Design ideas on paper for the appearance of the logo.
- Delivered a PDF, AI and PNG file of the logo.
- Communicated to client through phone, email and in person.

AWMA / 3D Artist(Freelancer)

October 2016 - November 2016

- Using 3DS Max 2015,I created a 3D model replica of the client's product and rendered a animation of the product rotating . In addition, I rendered a still photo of the 3D model replica of the product.
- Using Photoshop CC,I composited all of the rendered still images to further enhance the fine details using levels, curves and blending options in the software's tool features.
- Using Illustrator CC, I texture the model's UVWs and exported them to 3DS Max..
- Using After Effects CC, I composited all the rendered animated footage and applied the blending options to most of the layers. In addition, I then

created a quicktime file out of the composite footage using the Render Queue feature.

Solar Livin / 3D Render & Graphic Designer(Freelancer)

- Using 3DS Max 2015, I created 3D renders and a 3D model of the client's product from photo references and a detailed description of measurements of the product.
- Used Photoshop CC to enhanced the visual details on the rendered images of the 3D Model that I created in 3DS Max.
- I designed the instruction manual & package design for the client's product in illustrator.

September 2015 - September 2016

Walt In PA / Logo Designer(Freelancer)

- Designed the Slimming Down Dad logo from client's description and references provided.
- Used Adobe Illustrator to build logo.
- Worked under a tight deadline.

August 2015 - August 2015

Kitchen Niche / 3D Render(Freelancer)

- Create a short animation video of the client's veggie slicer product using Mental ray in 3DS Max 2015 and Adobe After Effects.
- Created 3D renders of the client's veggie slicer product in 3DS Max 2015.
- I used Photoshop CC to enhance the visual details from the rendered images that I have created in 3DS Max 2015.
- Used Autodesk 3DS Max, Photoshop and Illustrator software packages to complete the project.

August 2015 - September 2015

INTERNSHIP

Dunnamic- Langhorne, PA

January 2015 - May 2015

Intern

- I created two cartoony space vehicles from a concept drawing Using 3DS Max 2011.
- I create textured maps for the 3D models in 3DS Max 2011 and imported the image files into Photoshop CC to begin painting and detailing.
- I created a 3D animated scene with one of the cartoony space vehicles using 3DS Max and After Effects CC.
- I collaborated with animation team with storyboarding ideas and critiques.
- Assist animation team with a University of Penn learning tutorials for new students using After Effects and Illustrator.

EDUCATION

Udacity - <https://www.Udacity.com>

In Process

N.D. Virtual Reality

The Art Institute of Philadelphia- Philadelphia, PA

Completed: March 2015

B.S. Media Arts & Animation

GPA: 3.2

Bucks County Community College- Newtown, PA

Completed: May 2012

A.A. Digital Gaming & Simulation Design

GPA: 2.8

AWARDS

- Outstanding Achievement Award: Media Arts & Animation, Spring 2015
- Dean's List of 2013: Media Arts & Animation, Winter 2013
- Best of Quarter: Advanced Drawing for Animation, Spring 2013