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Michael Fiefer

TECHNICAL
ARTIST

Experience | Projects

Dustiny Remastered

Technical Artist

- Redesigned original 3D assets to better suit the new environment
- Created new UI and UE4 Blueprints for all required elements
- Modified animations and created new ones for all weapons and interactions
- Reconstructed the playable areas expanding on original layouts

C++ | Python

Technical Artist

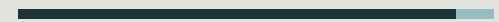
- Created custom C++ programs that run natively on Windows operating systems
- Designed Python based UI for Maya
- Experimented with simplifying developer interaction while exporting character and weapon rigs

Hobbies

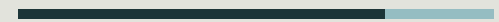


Skills

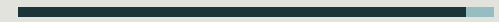
3D Modeling



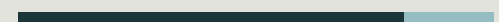
UV Layout



UE4 Blueprints



Animation



Programs

Maya - Modeling | UV | Texturing |
Rigging | Animation

Substance Painter - PBR Texturing

UE4 - Material Editor | Visual
Blueprinting | UI

Education

Otis College of Art & Design

Bachelor of Fine Arts

(2017)

Major: Digital Media with Honors

GPA : 3.52