

# Michael Kawas

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## Experience

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06/10 – Present

SANZARU GAMES INC, Foster City, California

### Senior Environment Artist – Sly Cooper 4: Thieves in Time

- Responsible for one of the major hub worlds in the game, as well as multiple smaller spoke levels
- Worked closely with the tools and engineering teams to identify tools and features necessary for completion of the game, as well as follow-up testing and debugging

06/06 – 06/10

LUCASARTS, A LUCAS ENTERTAINMENT COMPANY, San Francisco, California

### Art Director – Star Wars: The Force Unleashed Downloadable Content

- Directed a team of twenty-one artists, from concept to final production for new downloadable content based on the Star Wars: The Force Unleashed franchise
- Responsible for defining and continually communicating the vision for the art in this new content
- Mentored the sub-leads reporting to me in all areas from career development to management skills
- Participated in studio-wide planning sessions for our ongoing tools and pipeline development

### Lead Environment Artist – Star Wars: The Force Unleashed

- Managed, scheduled and directed a team of up to twenty Environment Artists from pre-production through final polish
- Collaborated closely with the production team in defining and maintaining the project schedule
- Conducted weekly Environment Art meetings with the Art Director in attendance in order to directly deliver feedback to the Artists
- Mentored the Environment artists, including authoring and delivering Performance Reviews
- Built one of the game levels to help set and exemplify the visual style
- Worked closely with Engineers to help identify and integrate new tools and features as necessary

10/00 – 06/06

Z-AXIS, (AN ACTIVISION STUDIO), Foster City, California

### Art Director - X-Men 3: The Official Game

- Managed, scheduled and directed a team of up to twenty-two artists, from concept to final production
- Prototyped and/or created many of the visual effects in the game
- Built one of the game levels to help set and exemplify the visual style
- Oversaw the integration of a new XML-based scripting system into the art pipeline, helping to R&D new components as necessary
- Worked closely with Engineers to help identify and integrate new tools and features as necessary

### Senior Environment Artist - xXx: The Movie Game (Did not ship)

- Responsible for level layout, modeling, and UV mapping
- Created the Opera Stage, Exterior High-rise, Office, and Penthouse levels

### Senior Environment Artist - Aggressive Inline

- Responsible for level layout, modeling, and UV mapping
- Created the Movie Lot and the Museum levels

## Senior Environment Artist - Dave Mirra Freestyle BMX 2

- Responsible for level layout, modeling, and UV mapping
- Created the Highway and the Commercial levels

04/99 – 10/00

INFOGRAMES (FORMERLY ACCOLADE STUDIOS), San Jose, California

### Environment Artist – Test Drive Cycles (Did Not Ship)

- Responsible for level layout, modeling, and UV mapping
- Worked on the Bali, Utah, and Ridgeline levels
- Environment modeling and texturing for the game's introduction cinematic

### Environment Artist – Test Drive Offroad 3

- Responsible for level layout, modeling, and UV mapping
- Created the New York and Fuji levels

### Environment Artist – Miscellaneous Titles

- Pre-production for NASCAR racing game (PS2 & Xbox)
- Cinematic environment modeling for Humvee Assault (Proposed Title)

02/99 – 04/99

ELOQUENT, San Mateo, California

### Video Editor

- Presentation video editing using Adobe Premiere 5.1

06/97 – 01/99

ROTHER JOHNSON FANTACONE, Edison, New Jersey

### Architect / Animator

- Virtual Walkthroughs
- Marketing Presentations
- 3D Modeling
- Web Page Design
- Conceptual Design
- CAD Drawings

08/96 – 06/97

EI ASSOCIATES, East Orange, New Jersey

### Architect

- 3D Modeling
- Marketing Presentations
- CAD Drawings

## Education

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01/98 – 12/98

NEW YORK UNIVERSITY, New York, New York

- Certificate in Softimage|3D

08/92 – 06/96

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, Georgia

- Bachelor of Science in Architecture & Design
- Graduated second in class with Highest Honors

## Skills

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Proficient in the following applications:

- 3d Studio Max
- Maya
- Adobe Photoshop
- Unreal Dev Kit
- Flash
- Adobe Premiere