

Mike Flynn

MIKEFLYNN.COM

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SOFTWARE:

- Maya
- Mod0
- Cinema 4D
- Photoshop
- Illustrator
- Nuke
- VRay
- Mental Ray
- Keyshot
- After Effects
- Redshift Renderer
- Lightroom
- Z Brush
- Octane Renderer
- Substance Painter

EDUCATION:

LOYOLA MARYMOUNT UNIVERSITY

BACHELOR OF ARTS IN FINE ARTS

1996-2000

WORK EXPERIENCE:

CGI ARTIST / RETOUCHER (FREELANCE)

MIKE FLYNN LLC

2018-Present

Denver CO., MikeFlynn.com

- Produced high resolution CG Assets for use in Broadcast, Print, Web, and Ecommerce.
- Worked in Adobe Photoshop, Mod0, and Autodesk Maya on a daily basis; specializing in illustration, modeling, lighting, compositing, texturing, asset management, and color correction for the advertising and consumer electronics industries.

CGI DIRECTOR - STILLS

DMAX IMAGING

2022-2023

Denver, CO. (Remote), DMAXimaging.com

- Led a team of 3-4 artists in scene modeling, shading, texturing, lighting, and rendering.
- Managed workflows and procedures for CG rendering to compositing pipeline.
- Created high-resolution stills for Apple, Beats by Dre, Google Cloud, and Kerrygold.

LEAD CGI ARTIST / LEAD RETOUCHER

DMAX IMAGING

2020-2022

Denver, CO. (Remote), DMAXimaging.com

2012-2018

San Francisco CA., DMAXimaging.com

- Produced 3D scene modeling, shading, texturing, rigging, lighting, rendering stills and animation.
- Composited, illustrated and retouched 3D renderings for food & beverage, automotive, lifestyle and product photography.
- Worked in Photoshop, Adobe CC, Maya, Nuke, Vray, and Mod0 on a daily basis.
- Operated as Lead CGI Artist for Apple, Google, Fitbit, Mini Automotive, Beats by Dre, Ammunition, Nest, Mophie, Cisco.
- Operated as Lead Retouching Artist for Salesforce, Mini Automotive, Virgin America, Cisco, Butler Stern Shine & Partners, Grey, and Goodby Silvertein & Partners.

DFX ARTIST

CRISPIN PORTER + BOGUSKY

2007-2012

Boulder CO., CPBgroup.com

- Worked in Photoshop on a daily basis, specializing in retouching, compositing, illustration, restoration, resolution management, color correction, and concepting.
- Worked in Maya, Vray and Mental Ray, focusing on scene building, product stills, modeling, texturing, lighting, and rendering.
- Serviced clients such as Microsoft, Volkswagen, Burger King, Dominoes, Milka, Under Armour, Jose Cuervo, Old Navy, Coke Zero, Nike, Baby Carrots, MetLife, and Best Buy.
- Composited and retouched 3D textures, food & beverage, automotive, lifestyle, fashion and product photography.
- Operated as Lead CGI Artist on Milka and Baby Carrots product rendering.
- Operated as Lead Retouching Artist and Workflow Manager on Microsoft Out-Of-Home I'm-A-PC campaigns and Microsoft 2010 product photography with teams of 3-4 Production Artists.

CONSULTANT / PRODUCTION ARTIST

ZOO TECH / DISNEY

2007

Burbank CA., Zoo-Tech.com

- Zoo Tech produces speech translation software for Closed-Captioning and DVD packaging, production and distribution.
- Tested and assessed current print translation tools for software bugs and usability, advised future development.

RETOUCHER / PRODUCTION MANAGER

AGI MEDIA / TM LTD.

2004-2006

Los Angeles CA., AGImedia.com

- TM-AGI Media specialized in translating packaging assets and preparation for global print distribution. The daily operations included asset collection, preflight, retouching, color correction, proofing, QC and file delivery.
- Oversaw the production of DVD, POS, and Home Video packaging for Disney, Warner Brothers, Fox, and Universal.
- Supervised a 25+ member staff, including Retouchers, Production Artists, Traffic Coordinators, Shipping, and QC.
- Worked as production artist and retoucher on the Warner Brothers and Disney account.
- Researched, developed and implemented packaging templates for Disney's 15+ brand subdivisions.
- Received AGI Media's 2005 Outstanding Performance Award.