Michael A. Perretta

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VFX Artist
Visual Effects . Character Rigging . Scripting

Work History

Bethesda Game Studios

Visual Effects Artist   2018-Present

- Created compelling and performant visual effects for multiple games including magic, weapon, and environmental effects.
- Responsible for key cinematic effects for DLC content.
- Worked with engineers and leads to suggest new systems and improvements to existing systems. Leveraged my previous experience as a VFX lead, producer, and web designer to communicate improvements to the user interface to increase team efficiency.
- Stepped in to help create effects for sister studios when they needed the extra manpower. My previous experience with other game engines, specifically Unity, allowed me to be immediately productive, creating completed effects the first day I was on the project.

Telltale Games, Inc.

Lead Visual Effects Artist / Technical Artist   2012-2017

- As the studio's visual effects lead, I lead a team of artists to create dynamic and cinematic in-game visual effects. This included training team members, giving artistic and technical feedback, and creating key visual effects.
- Collaborated with art directors to realize a project's artistic and emotional vision.
- Worked with engineers to help develop new tools for the VFX team, including the Telltale's first particle system.
- Responsible for character and object rigging. Created "gold master" character skinning and rigs which all other characters were based upon. Used rigging to produce more complex visual effects.
- Scripted tools in Maya, increasing the art team's productivity across multiple disciplines.
- Provided technical support to the art team, including support for Maya, Telltale's proprietary game engine, and pipeline support.

Technical Artist   2008-2012

- Created character rigs, scripted production tools, created visual effects, and provided studio-wide technical assistance across the production pipeline. This included problem-solving across all disciplines, on multiple simultaneous projects.

Black Point Studios

Character Rigger   2007-2008

- Responsible for creating character rigs in Maya for pre-rendered game cinematics, including animation controls, character deformation, and dynamics. Rigs worked with motion capture and hand keyed animation.
- Also responsible for scripting various tools in MEL for use in the production pipeline. Scripts increased productivity for multiple departments, including rigging, animation, and modeling.

Freelance Design

Site Designer	1999-2012

- Designed and coded web pages for several small businesses.
- Created logos and photographed products.

Character Setup Artist	2008-2012

- Designed and implemented character rigs, including blend shapes, custom controls, and scripts.

Zoomedia

Associate Producer	2006-2007

- Produced high resolution 3D art for web sites, print marketing materials, and tradeshow displays. Work included modeling, lighting, texturing, rigging, and rendering.
- Managed projects from start to completion, including managing schedules, resources, and budgets.
- Played a key role on numerous concurrent projects, including project coordination, advertising traffic management, HTML coding, and client support.

Spree.com Corporation

Senior Site Designer	1998-2001

- Designed web pages, HTML email, and banners. Also created and maintained style guides for multiple sites, managed banner ad campaigns, and hand coded HTML.
- Increased customer satisfaction by improving existing site design. This included UI and technical improvements to make sites more user friendly and efficient.
- Increased productivity across three departments by playing a key role in streamlining the weekly site update processes.

Lycoming College

Web Designer	1996-1998

- Designed web pages and hand coded HTML on a Unix system.

Education

Graduate	**Undergraduate**
Academy of Art University	Lycoming College
MFA, 2006	BA, May 1998
Computer Arts: 3D Animation	Studio Art
Concentration: Rigging	Concentration: Commercial Design
GPA: 3.1	GPA: 3.2, GPA in Major: 3.5

Technical Skills

Maya / 3D Studio Max	Adobe Photoshop	MS Project / Office
MEL Scripting	Adobe After Effects	HTML / CSS
Unity 3D	Adobe Premiere	Windows / DOS
Telltale's game engine (proprietary)	Adobe Illustrator	MacOS
Bethesda's game engine (proprietary)	Substance Designer	Unix/Linux
EmberGen		