

Michael Napolitano

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Artist / Writer with experience producing professional-quality 3D models and textures.

3D Art Skills

3D Modeling: Can create low-poly and high-poly 3D models from description or photo reference

Texturing: Able to generate detailed procedural textures in Adobe Substance 3D Designer

Sculpting: Knows how to sculpt 3D meshes inside of ZBrush, as an alternative to modeling

Visual Effects: Familiar with creating VFX for stills and animation in Blender and Autodesk Maya

Shading and Rendering: Capable of stylized and physically based rendering

Experience

3D Artist, ReGame-XR Lab, Boston, MA | 6/2022 – 8/2022

- Collaborated in a team environment, juggling work between two teams simultaneously
- Modeled detailed assets to enrich the game environments, such as crystals and a cave
- Generated realistic textures, like a volcanic texture and an ice texture
- Created eye-catching environments to properly immerse the player in the game
- Demonstrated reliability and punctuality by delivering work and arriving at meetings on time

Graphic Web Design Intern, College of Our Lady of the Elms, Chicopee, MA | 6/2019 – 8/2019

- Designed a small business website in Wix, resulting in a satisfied customer
- Created animations and content for the college website

Writing Online Articles

Technical guides for 3D art

[Guide to Modeling Cloth](#) | [Guide to Stylized Rendering](#) | [Guide to Facial Animation](#)

Technical tips for writing

[Tips for Great Fiction Writing](#) | [Tips for Writing Stories That Make Sense](#)

Education

Computer Science Bachelor's Degree, College of Our Lady of the Elms, Chicopee, MA | 2018 – 2020

Liberal Arts Associate Degree, Greenfield Community College, Greenfield, MA | 2018