

# Michael Schisler

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## Work Experience

### Netflix

#### Motion Graphic Artist (contractor)

Mar. 2019 to June 2020 / Hollywood, CA

- Graphic Artist and Finisher for Creative Studio  
Title Design / Storyboarding / Finishing / UI Support  
Illustrations and Cel Animations for AV spots and trailers
- Supported Art Directors in Graphics Finishing, taking locked designs through quick changes, versioning for multiple aspect ratios and optimizing collects

### Stage 29 Productions (Paramount)

#### CG Artist, A.D.G. (Local 800)

Aug. 2017 to Mar. 2019 / Hollywood, CA

- Artist for The Doctors (s.10, 11) / Face The Truth (s.1)
- Title / Looks / Background graphics for 7-10 shows per week, using After Effects, (+Element 3D) and Maya

### Buddha Jones

#### Production Artist / Graphics Finisher

Jan. 2017 to Aug. 2017 / Hollywood, CA

- Title / Internal design and finishing for theatrical / broadcast / digital marketing in After Effects and C4D
- Digital Illustration and Animation in Photoshop
- Rotoscoping in After Effects

### Picture Head, LLC.

#### Lead Graphic Artist, Netflix

Feb. 2015 to Jan. 2017 / Hollywood, CA

- Building graphics to match online / broadcast advertising spots for Netflix series' in 18+ languages / regions using Photoshop, Illustrator, After Effects and C4D

#### Media Technician

Feb. 2015 to Mar. 2016 / Hollywood, CA

- Assistant Editing and file management while operating a machine room and coordinating with producers

#### Production Assistant

Dec. 2014 to Feb. 2015 / Hollywood, CA

### NASA Ames Research Center

#### 3D Graphics Design Intern

May 2010 to Jan. 2012 / Moffet Field, CA

- 3D Modeler for Interactive Project on NASA website [www.nasa.gov/multimedia/3d\\_resources/scan.html](http://www.nasa.gov/multimedia/3d_resources/scan.html)
- Designed / Created Unity 3D game with small team
- Tasks included: Storyboards / Animatic / Asset Design / 3D Modeling and UI Design

## Education

### Bachelor of Arts

2012, San Francisco State University, Cinema (Animation)

2011, UTS, Sydney, Australia (exchange program)

- A foundation in film studies with training in the production of 2D and 3D animation

2014, Animation Mentor, Character Animation Certificate

- 3D character animation in Maya, mentored by animators at Dreamworks and Pixar

## Skills

### Expertise

Adobe: Photoshop, After Effects, Illustrator,  
Toon Boom Storyboard Pro, Autodesk Maya

### Proficiency

Adobe Premiere, Blender, Cinema 4D

Encoding: Quicktime Pro, Media Encoder

## Recognition

Clio Entertainment Gold Winner (2017)

- Theatrical: Mother! 'Puzzle' (Role: Graphic Artist)

NASA Ames Technology Partnership

"Best New Software 2011" for NetworKing

## Projects

TEDx: Energy from Floating Algae Pods

Animator

August 2010 / Moffet Field, CA

- Animated 2D Flash Segments

The Misfortunes of Francois Jane (2016)

Titlist

September 2015 / Hollywood, CA

- Internal GFX and credit scroll for feature