

# Migo Wu

Email: [migowu@yahoo.com](mailto:migowu@yahoo.com)

1024 Paradise Way, Big Bear City, CA 92314

(626)2155157

## Objective:

To position myself as a strong asset utilizing my skills in both traditional and digital art creating next generation content for a studio that will inspire me.

## Industry Experience

2003- Current	FarSight Studios,	Senior Artist,	Big Bear Lake, CA
2002-2003	Artifact-Entertainment	Texture Artist	Phoenix, AZ
1999-2002	Sweda	Lead artist and product designer	Monrovia, CA
1997-1999	Media Super Collider	3D Artist	Marina Del Ray, CA
1997-1998	Visual Magic Images	Storyboard artist/ texture artist	Los Angeles, CA

## Education

2000-2002	3D Animation	Mt. San Antonio College	Walnut, CA
1993-1996	BFA with honor in Computer Graphics,	Pratt Institute,	New York, NY
1991-1993	Fine Arts	University College of Cariboo	BC, Canada

## Awards

1997	Pratt Circle Award for Academic Achievement	New York, NY
1996	Outstanding animations, Puck Show 96	Pratt Institute, NY
1996	Distinguished Achievement in Computer Graphics, Graduated with honor	Pratt Institute, NY

## List of Game Credits

Senior Artist, <i>PlayTV, Football 2</i>		Radica Innovations	(2007)
Senior Artist, <i>Hard Rock Casino,</i>	PS2/PSP	Crave Entertainment	(2006)
Senior Artist, <i>Scarface</i>	PSP,	Sierra Entertainment	(2006)
Senior Artist, <i>Gottlieb Pinball Classics,</i>	PS2/PSP	System3	(2005)
Senior Artist, <i>PlayTV, Gibbi</i>		Radica Innovations	(2005)
Senior Artist, <i>PlayTV, Basket Ball,</i>		Radica Innovations	(2005)
Senior Artist, <i>PlayTV, Baseball,</i>		Radica Innovations	(2005)
Artist, <i>Pinball Hall of Fame,</i>	PS2/ PSP	Crave Entertainment	(2005)
Artist, <i>Pinball Hall of Fame,</i>	PAL, PS2	Play It Ltd	(2005)
Artist, <i>Pinball Hall of Fame,</i>	PS2/ XB/ GC	Crave Entertainment	(2004)
Texture Artist, <i>Horizon- Empire of Istaria,</i>	PC/MMO	Atari	(2003)

## Artistic Skills

Proficient in digital painting with Wacom Tablet. Advance skills in hand painted, tileable textures.  
Proficient in Adobe Photoshop CS2. Able to shot and manipulate digital photography  
Concepting/ Storyboarding for game opening and 70mm ride films.  
3D modeling, lighting, and texture mapping for game characters and environments  
Strong freehand drawing abilities in variety of styles

## Computer Graphics Skills

2D Software  
Adobe Photoshop CS2/ Adobe Illustrator CS2/ Painter 8/ Perforce/  
3D Software  
Alias/ Wavefront Maya 8.0/ 3D Studio Max 8/ Deep Paint 3D/ Z-Brush  
Video Editing Software  
Adobe Premiere Pro 1.5/ Shake V2.4  
Adobe After Effects V.6.5