



MICHAEL FORTUNATO

graphic design + motion graphics

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OBJECTIVE

A highly creative, energetic, and motivated self-starter with exceptional problem solving skills eager for a full-time career utilizing and building my skill sets and experience as a visual effects artists, animator and graphic designer.

WORK EXPERIENCE

July 2015 - Present **Porter Communications, Inc** **Art Director & Lead Graphic Designer**

Responsible for all internal video production, motion graphics and animation work, including 2D and 3D animation. Create digital, television and print ad campaigns for clients based on their brand guides and archetypes. Direct the junior graphic designers on their projects to ensure a cohesive campaign.

February 2014 **POSTUDIOS** **Web Developer**

Create a dynamic, responsive, multi-page site redesign using Adobe Photoshop and DreamWeaver. This required coding in HTML, CSS, PHP and JavaScript to integrate custom databases and WordPress CMS.

Dec 2012 - Feb 2014 **Moebius:POSTUDIOS** **Art Director**

Assigned tasks and provided constructive feedback to the art team via Skype and Google Docs ensuring the work was high-quality and completed on-time. Design all light-plots, shaders and rendered all 3D backgrounds using NVIDIA's mental-ray renderer. Designed and constructed a 120-room maze within Maya and Unity and created all environment effects and animations including animated water and particle effects. Created marketing materials such as postcards, posters and wallpapers using Photoshop, Illustrator, InDesign and Acrobat Pro.

Dec 2011 - Jan 2013 **Cognition:POSTUDIOS** **Asst Art Director/VO Director**

Instructed the 2D artists vis Skype, Google Docs and email to create a unified art style. Designed and created 2D backgrounds using Adobe Photoshop and Corel Painter and lit all 3D sets in Maya and Unity (utilizing real-time and baked-in lighting). cast, directed, recorded, and edited all voice over actors in the game. Created custom particle special effects in unity. Designed the game user-interface and created marketing materials using Photoshop, Illustrator and InDesign. Designed and built the game websites in DreamWeaver.

2008 - 2011 **Asst. Art Director/VO Director** **The Silver Lining:POSTUDIOS**

Designed and delegated tasks and instructed 2D and 3D artists to create a unified art style throughout the game. Modeled and textured backgrounds and props utilizing Maya. Completed 2D and 3D artwork: corrected 3D models, optimized UV space, designed lighting plots and baked that information into textures. Designed the user-interface using Adobe Photoshop and Corel Painter. Created all marketing materials including wallpapers, DVD and CD box designs, postcards and posters employing Adobe Photoshop, Corel Painter, Illustrator, InDesign and Acrobat Pro.

SKILLS

Strong foundation in graphic design. Experienced game designer as well as motion and web designer. Good knowledge of HTML/CSS and some grasp of PHP and JavaScript programming. Knowledgeable in the Adobe Creative Suite and Autodesk Maya. Excellent communication skills, positive attitude, excel in a team environment, and creative problem solver.

RELATED WORK EXPERIENCE

2001 - 2009 **Sidley Austin LLP, New York, NY** **Executive Level Support**

Third-level technical support for all high-level partners and administrators. Utilized listening and troubleshooting skills, able to understand and resolve the escalated technical issues.

2008 **Sidley Austin LLP, New York, NY** **BlackBerry Upgrade Project Coordinator**

Proposed and implemented upgrade plan for coordinated sixteen office BlackBerry Server upgrade. Instructed the network administrators in each office on how to perform the upgrade so that there was no noticeable downtime to the 5000+ clients.

2007 **Sidley Austin LP, New York, NY** **BlackBerry Device Upgrade, Project Coordinator**

Managed a sixteen-office firm-wide upgrade of 5000+ BlackBerry devices. Coordinated the IT support and network administrators in each office, as well as the phone carriers in each country, which resulted in the smooth upgrade of all BlackBerry devices.

EDUCATION

2017 California State University, Sacramento
Bachelor of Science in Graphic Design

1995 American Musical and Dramatic Academy, New York, NY
Certification in Musical and Studio Performing Arts