



MICHAEL LAMORTE

SENIOR 3D CHARACTER ARTIST

 mongo1337@gmail.com

 770-833-5959

PROFESSIONAL SUMMARY

Creative and detail-oriented 3D Character Artist and Texture Artist with 14+ years of professional experience developing high-quality characters, props, and environments for games, animation, advertising, and interactive media. Specialized in character modeling, sculpting, surfacing, and texturing for both stylized and realistic projects. Experienced working within collaborative production pipelines and delivering assets optimized for real-time and rendered workflows. Proficient in ZBrush, Maya, Substance Painter, Photoshop, Unreal Engine 5, Marvelous Designer, RenderMan, and Arnold.

EMPLOYMENT

3D Character Artist | AMGI Studios

 May 2022 - Present

- Modeled, sculpted, and textured high-quality characters and props for animation and interactive media projects.
- Contributed to the Web3 gaming project My Pet Hooligan, creating production-ready character assets and supporting content development.
- Designed and textured Zuckbot characters for the Zuckbot NFT collection release.
- Created character models and assets for clients and brands including Coldplay, Seattle Seahawks, and Bored Ape Yacht Club holders.
- Collaborated closely with art directors, animators, and developers to ensure assets met visual and technical standards.
- Optimized assets for real-time performance while maintaining high visual fidelity.

SKILLS

3D Modeling *(Expert)*

ZBrush *(Expert)*

Autodesk Maya *(Expert)*

Marvelous Designer
(Experienced)

Substance Painter *(Expert)*

Adobe Photoshop *(Expert)*

Unreal Engine 5 *(Experienced)*

RenderMan *(Experienced)*

Arnold *(Experienced)*

After Effects *(Skillful)*

Character Anatomy
(Experienced)

Lighting & Color Theory
(Experienced)

Look Development
(Experienced)

Asset Optimization
(Experienced)

Real-Time Game Art Pipelines
(Experienced)

PBR Texturing Workflow
(Experienced)

Cross-Functional Team
Collaboration *(Experienced)*

3D Character Modeler & Texture Artist

SHL Talent Measurement
Solutions

📍 *Alpharetta, Georgia* 📅 *Feb 2014 - May 2022*

- Modeled and textured characters, props, and environments for enterprise-level interactive experiences and visual content.
- Developed assets for both RenderMan and Arnold rendering pipelines while maintaining consistent visual quality across projects.
- Worked within OCIO color-managed compositing workflows to support accurate rendering and post-production processes.
- Produced visual assets for major global clients including Gucci, Walgreens, Barclays, Walmart, BHP, and Uber.
- Collaborated across multidisciplinary teams to meet project deadlines and maintain production efficiency.
- Assisted in look development, scene optimization, and maintaining consistency across asset libraries.

3D Character Modeler & Texture Artist | Galvanize Labs

📅 *Nov 2013 - Feb 2014*

- Created stylized 3D characters and game-ready assets for educational game projects.
- Assisted with asset implementation, optimization, and visual development.
- Worked closely with designers and developers to ensure assets aligned with gameplay and educational objectives.

3D Character Modeler & Texture Artist | GamesThatWork

📅 *Apr 2012 - Nov 2013*

- Modeled and textured characters, props, and environments for interactive simulation and training projects.
- Produced assets for projects involving government agencies including IARPA and DARPA.
- Developed both realistic and stylized assets optimized for real-time applications.
- Collaborated with internal teams to maintain visual consistency and technical performance standards.

EDUCATION

The Art Institute of
Atlanta

Bachelor of Fine Arts (BFA), Game Art &
Design

📅 *2009 - 2012*
