

Micah Porche

3D Artist

www.micahporche3d.com

Skills

- ✓ High poly modeling
- ✓ Low poly modeling
- ✓ Autodesk Mudbox
- ✓ Autodesk Maya
- ✓ Hard-surface modeling
- ✓ Organic modeling
- ✓ Unreal Development Kit
- ✓ Adobe Photoshop
- ✓ Adobe Illustrator
- ✓ Adobe InDesign
- ✓ Topogun
- ✓ Speed Tree
- ✓ Crazybump

Creative Experience

- Awarded Best Original Gameplay by 8bit History for Jib Job News, a game I designed and provided all the art assets for.
- High-Poly and Materials project, The Lizard Heads, featured in Digital Media showcase July 2012.
- UDK mod, Escape Jack! featured in Digital Media showcase March 2013.
- Team Leader for Escape Jack! UDK mod. Responsible for organizing and directing two others in creation of Escape Jack! Established visual theme by providing the models and the lighting for the project.

Education

Bachelor of Science,
Digital Media
East Tennessee State University
Johnson City, Tennessee
May 2013

FuturePoly
Bellevue, Washington
- Digital Art for Games
- 3D Modeling for Games
- Zbrush for games
October 2014

Work Experience

QA: Testing Associate 2
Microsoft (Experis) - Redmond, WA
February 2015 to Present

- Set new standards for an existing team of seven which allowed the team to be more effective in delivering quality bugs.
- Introduced new bug tracking software to help streamline the team's process
- Established new testing methodology for mobile devices

QA: Testing Associate 1
Microsoft (Experis) - Redmond, WA
June 2014 to October 2014

- Consistently met or exceeded quota for daily bugs
- Completed test passes on time
- Wrote and assigned bugs with various bug tracking software
- Tested under ad-hoc and assigned testing

Electronics Sales Associate
Walmart - Johnson City, TN
August 2010 to March 2014

- Maintain sales floor
- Assist Zone Manager in operations
- Educate Coworkers and Customers on latest trending electronics
- Train new employees

-Contact Info-



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