

Michael D. Lusby

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Technical Skills:

- Multimedia: Photoshop, Illustrator, Premiere, Audition, Encore, Sound Forge, FreeHand, Final Cut
 - Web Design: Dreamweaver, Flash, Director, Fireworks, HTML
 - CG: Maya, 3ds Max, Houdini (animation, lighting, modeling)
 - Compositing: Shake, CAPS, CHIP, After Effects, Combustion, Nuke
 - Programs: Excel, Word, Access, PowerPoint, Project, Visio, Publisher, VMWare, Oracle
 - Languages: Visual Basic, UNIX, PERL, PHP, JavaScript, Action Script
 - Operating Systems: Windows, Macintosh, UNIX, LINUX
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Employment History:

Digital Domain Media Group **09/17/10 – 05/30/12** **Training Manager/Digital Production Manager**

- Train New Hires in Digital Domain work environment and tools
- Design and build 3d training programs/tutorials for internal use
- DPM on Thor, Rock of Ages, and some special projects
- Working with Recruiting to re-design intern program
- Worked with local colleges to revamp their curriculums
- Part of team to build database to track classes and skills of DD artists
- Worked with Digital Domain Institute developing curriculum
- Liaison with Military Simulation Division

Digital Domain **09/17/07 – 09/17/10** **Training Specialist/Training Supervisor**

- Train New Hires in Digital Domain work environment and tools
- Design and build 3d training programs/tutorials for internal use
- Coordinating with shows and commercials to identify targeted training needs
- Working with Recruiting to re-design intern program
- Coordinating training needs with outside vendors
- Part of team to build database to track classes and skills of DD artists
- Lighting (Maya – V-Ray and Mental Ray)

Carley Corporation **08/12/06 – 09/17/07** **Graphic Artist**

- 3d and 2d animation, modeling and design
- Navy, Marine, DOD contracts: training software and simulations
- Running the renderfarm for 3ds Max
- Creation of tutorials for in-house training
- Part of team putting together proposals for bids

ITT Technical Institute **02/15/07 – 08/15/07** **Adjunct Instructor**

- Adjunct Instructor
- CD140 Rapid Visualization: Introduction to drawing and conceptual art
- CD320 Basic Design Theory and Methods: Introduction to Photoshop and Illustrator
- GD350 Game Design Strategies: Action Script for Flash and flash-based game design
- Creation of lesson plans, homework, lab assignments, and basic curriculum design

ITT Technical Institute **03/15/05 – 05/15/06** **College Work Study**

- College Work Study (Financial Aid, Registrar's Office, Bookstore and Library)
- Track files, hard copies and digital, populate class schedules with students
- Tutoring

BigAlienHead.Com **03/15/04 – Present** **Freelance Artist**

- Web design and maintenance (Flash and HTML)
- Graphic design and freelance illustration
- 3d modeling and animation

Walt Disney Feature Animation 1989 - 03/15/2004

(02-04) Assistant Technical Director (93-02) Digital Painter
(96-02) Supervisor of Final Check (90-91) Final Checker
(95-96) Digital Scanner Checker (90-91) Animation Checker
(93-95) Digital Scanner Operator (89-90) Xerox Technician
(93-94) Editorial PA (89-90) Lead Ink & Painter

- Disk space allocation & management, California and Florida.
- Asset management, tracking and creation of, issuing reports.
- Coordinator for Layout, Shot Planning, Animation, EFX and Background Departments.
- Creation of PhotoShop files, templates, 3d Models, Layouts, reports.
- Creating training manuals and procedures for Departments.
- Creation and maintenance of intranet web pages and databases.
- Composite Maya scenes using Shake.
- Build rough stand-in models/props in Maya for Layout Department.
- Creating registration/alpha mattes in PhotoShop for shots.
- Supervising crew.
- Digital painter (painting new scenes, correcting paint errors, etc.).
- 1K and 2K Compositing for film-out.
- Digital corrections to animation, background touch-ups, matte creation for registration, etc.
- Adding digital effects for compositing.
- Operating Digital Scanning Cameras.
- Operating 3/4" video editing bay.
- Shot planning for purposes of scanning and compositing.
- Editing in-house videos, mixing music, cataloguing sources.
- Doing green-screening work for live-action/animation commercials.
- Cel painting and painting maquettes.
- Operating Xerox camera to transfer paper images onto cel acetate.
- Color correction, paint error corrections, camera move corrections before shoot onto film.
- Line artwork correction for continuity, mistakes, line quality, etc.

United States Navy 1991 – 1993 Cryptologic Technician Interpreter

- Defense Language Institute CTI 3rd Class
- Learning Russian for Navy Intelligence.
- Supervising crew of 50.
- Writing training manuals and procedures for Department.
- Received Top Secret Security Clearance.

C&D Productions 1987 – 1989 Painter

- Color correction, paint error corrections, camera move corrections before shoot onto film.
- Line artwork correction for continuity, mistakes, line quality, etc.

Education:

ITT Technical Institute, Lake Mary, FL March 2004 – December 2006

- B.S. Digital Entertainment and Game Design - Valedictorian

Defense Language Institute, Monterey, CA March 1991 – March 1993

- Russian Language Studies

Affiliations / Memberships:

- NTHS – National Technical Honor Society
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