

MICHAEL A. CRILL

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EDUCATION

San Jose State University

San José, CA. 2016-2021

Pursuing BFA in Animation/Illustration

Sheldon's Art Academy

Oak Park, CA. 2017-2018

Studied Character, prop, and environment design for feature animation

EXPERIENCE

Art Director

Bata - Independent PC game

Aug 2020 – Present

- Informing the house style and providing style guides for a team of up to ten artists
- Producing and sharing photoshop brushes and tutorials to ensure consistency
- Assigning and critiquing weekly character, environment, and prop design projects
- Designing characters, environments and props from concept to completed asset

Freelance Illustration

2011 – Present

- Creating characters according to client specifications
- Communicating with clients via email and phone for orders and changes
- Managing invoices and payment adjustments

Character and Prop Design

Chickensmoothie.com

Mar 2014 – Feb 2017

- Worked as a team to produce regular design releases
- Colored and edited existing animal templates
- Created, reviewed, and published new animal templates based on user feedback
- Created new characters, props, and backgrounds in the established style

HONORS AND AWARDS

- Dean's Scholar - San Jose State University - Apr 2018
- Storytelling Winner - Kaucher Mitchell Mathis-Swanson - Dec 2017
- Excellence in Communication Award - Cabrillo College - May 2016
- 4-H Leadership All Star - Santa Cruz County 4-H - May 2013
- Presentation Award - Annual Presentation Competition - California 4-H - 2008-2014

SKILLS

Adobe Creative Cloud

- Photoshop
- Illustrator
- InDesign
- After Effects
- Lightroom

Other Software

- Unity
- Maya
- ZBrush
- Toonboom Harmony
- Storyboard Pro

Artistic Skills

- Humans and Animals
- Quick Concepts
- Rendered Paintings
- Turnarounds
- Modeling