

# Michael Morphet

animator and media artist

## education

Bachelor's Degree in Media Arts & Animation from  
The Art Institute of Pittsburgh

## skills

### Software:

Adobe After Effects	Adobe Photoshop	Toon Boom Harmony
Adobe Illustrator	Adobe Flash	Autodesk 3DS Max
Autodesk Maya	Pixologic Zbrush	Adobe Dreamweaver
Cinema 4D	Final Cut Pro	Digicel FlipBook

### Other:

2D Animation	Compositing	Character Design
3D Animation	Character Modeling	Texturing

## career experience

[Floyd County Productions / Character Animator / Atlanta / Jan - Apr 2014, June 2015 - Aug 2016](#)

Character Animator for the 3 time Emmy nominated FX Networks TV series "Archer"

[Pig Apple / Character Animator / New York City / Freelance 2015 - 2016](#)

Character Animator for various animated shorts including "Heads of Space"

[Secret Sauce / Clean-up Artist / Atlanta / June 2015](#)

Clean-up Artist on the opening cinematic for the Gearbox game "Battleborn"

[Bento Box Entertainment / Composer / Atlanta / July - Aug 2014, Mar - May 2015](#)

Scene/FX Composer and Layout Artist for Hulu Plus original series "The Awesomes"

[Glass Eye Screenworks / Animation Designer / Atlanta / Apr 2011 - Nov 2013](#)

Interactive mobile experiences Designer and Animator for clients like AT&T

[Grant Films LLC / Martial Arts Choreographer / Atlanta / June 2013](#)

Martial Arts Choreographer and Grip for the film "Dekiru: The Three Stones"

[Ondayo Studios / Character Key Animation / Atlanta / May - June 2013](#)

Rough Key Animator for fighting character in "beat-em-up" style game

[The Onion / Post Graphics Intern / New York City / Mar - May 2010](#)

Motion Graphics artist and Composer for videos shown on The Onion News Network

[HoliMoli! Media / Animation Designer / Rochester / Apr - Nov 2009](#)

Worked on character model textures, character and level concept, storyboards, game-play design, animated sprites, and the intro sequence for the iPhone game "Cornhole All-Stars" and unreleased project "WUV"