

MIKAEL SANTIAGO

3D ENVIRONMENT AND PROP ARTIST



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EDUCATION

University of the Incarnate Word

August 2021- Anticipating June 2026

MFA 3D Environmental Arts

BFA 3D Animation and Game Design

Minor Production Management

Concentration: Modeling

SKILLS

3D Modeling Software

- Autodesk Maya
- Houdini
- Marmoset Toolbag
- Maxon Zbrush
- Substance Designer
- Substance Painter

Game Engine

- Unreal Engine, Blueprint
- Unity

Organization Software

- Confluence
- Flow
- Jira

Digital Art Software:

- Adobe Photoshop
- 3D Coat

Additional Classes:

- Anatomy for Animators
- Elements of Design
- Elements of Gameplay
- History of Games
- History of Animation
- Period Styles
- Visual Narrative Conventions
- Story: Structure and Elements

PROJECTS

Environment Work

The Shinning Bathroom:

Autodesk Maya, Maxon Zbrush, Substance Painter and Unreal Engine.

Prop Work

1500's Tudor Chest:

Autodesk Maya, Maxon Zbrush, Substance Painter, and Unreal Engine

EXPERIENCE

Prototyping and Game Design

San Antonio, TX

January 2024 – May 2024

In this class, we were tasked with concepting, designing, structuring, and creating a working demo as our final. Furbots, the hack and slash brawler our team of ten designed, was an extended understanding on how to arrange and perfect the framework presented during the Global Game Jam.

Global Game Jam

San Antonio, TX

February 2024

Work in a fast-paced environment with other departments of the game industry to produce a playable demo, within a week, based off the randomized topic chosen that year.

Mission Custom Pools

Elmendorf, TX

3D Pool Designer

June 2022 – August 2023

Utilized Structure studios to illustrate 2D blueprints, construction markups, and project information for the construction and management teams. Then convert these illustrations into 3D to present the design to the costumers.

