

Michael Ratto

Art, Animation, Design

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Qualifications

- Results-oriented artist and animator with over 3 years of game art experience.
 - Proven success in a team environment with a shipped title.
 - Strong traditional background in both art and animation.
- Ability to learn and fulfill roles outside of my title in order to increase productivity.
 - Passionate about making awesome games for people to enjoy.

Skills

- **3Ds Max:** 3D modeling, rigging, animation, texturing.
- **Photoshop:** Digital painting, photo editing, texturing.
 - **Flash:** 2D Vector art, animation, animatics.
 - **Final Cut:** Film and animation editing.
 - **Traditional Mediums** •

Projects and Employment

“Power Defense” (Sole Artist & Jr. Designer) EveryWare Game Studio

May 2009 - Current

- Created concept art and visual style, while noting console limitations.
- Worked closely with team to ensure quality, and to receive critical feedback and critique.
- Developed game play, level design, story, and content while reporting to Lead Designer.
- Contributed to marketing efforts which increased visibility at industry events and online.

“Froggle” (Artist) DigiPen Institute of Technology/Team Hardcode

Sept. 2007 – Dec. 2008

- Created a style, made assets, and animations, while acting as the art lead, and communicated ideas visually and verbally with the team.
 - Featured on Hak5 Television and in GamePro Magazine.
- Professional entrant in “The 11th Annual Independent Games Festival”.
 - Voted 103/111 for “Great Free Games of 2009”.

(Instructor) Storycraft Workshop

Jul. 2010 – May 2011

- Taught stop motion animation, and comic art to kids age 8 – 12.

Education

DigiPen Institute of Technology Redmond, Washington

Bachelor's Degree of Fine Arts in Production Animation 2005 – 2009