

Mike Paech animator

Application Knowledge



Professional Experience

Artrix :: Senior Animator
February 2016 - Present

Gameloft :: Senior Animator
October 2013 - January 2016

Cirkus :: Creature & Character Animator
January 2013 - May 2013

**The Peoples Republic of Animation
:: Creature Animator**
May 2012 - August 2012

Plastic Wax Animation :: Creature Animator
November 2011 - April 2012

QUT University :: Lecturer
May 2011 - October 2011
Lecturer & Animation Pipeline Consultant

Animal Logic :: Digital Artist
March 2011 - May 2011
Animation

QUT University :: Sessional Animation Teacher
July 2010 - November 2010

Krome Studios :: Senior Character Animator
March 2009 - April 2010
Character Animation

THQ Studios :: Senior Character Animator
January 2008 - February 2009
Character Animation

Photon VFX :: Senior Character Animator
April 2007 - November 2007
Character Animation

Act3Animation :: Senior Character Animator
January 2007 - April 2007
Character Animation & Rigging

Liquid Animation :: Senior Character Animator
April 2006 - December 2006
Character Animation & Previz

Krome Studios :: Senior Character Animator
July 2002 - April 2006
Character Animation & In Game Cinematic Animation

Cutting Edge Post :: 3D Animator
May 2001 - June 2002
Animation, Modelling, Texturing, Rigging & Previz

References

**Dave Zwierzchazxewski :: Autodesk
Animation Specialist & Application Engineer**
email: david-zed@hotmail.com
Mob: +61 (0)406 232 199

**Jason Tassel :: Climax Studios
Animator & Rigger**
email: jason.tassell@gmail.com
Mob: +64 (0)220 962 654

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Showreel Available @

www.mikepaech.com

vimeo.com/221536166

Shot Breakdown



Shot 1 "Evolve"
Animation, Lighting & Rendering



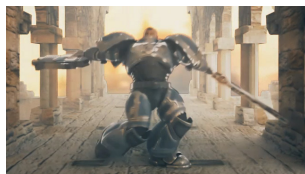
Shot 2 "Dragon"
Animation, Lighting & Rendering



Shot 3 "Darksiders 2"
Animation



Shot 4 "Prido"
All visual elements



Shot 5 "Warhammer"
Animation, Lighting & Rendering



Shot 6 "Hooch is Crazy"
Animation, Lighting & Rendering
