

# Michael Morphet

animator and media artist

**education** Bachelor's Degree in Media Arts & Animation,  
The Art Institute of Pittsburgh, 2008

**skills**

**Software:**

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

**Other:**

2D Animation	Concept Development	Character Design
3D Animation	Character Modeling	Texturing

**career-related experience** [Glass Eye Projects / Animation Designer / Atlanta / April 2011 - present](#)  
Animating motion graphics for video demos shown on smartphones.

[The Onion / Post Graphics Intern / New York City / March 2010 – May 2010](#)  
Motion graphics and compositing for videos shown on The Onion News Network.

[HoliMoli! Media / Animation Designer / Rochester / April 2009 – November 2009](#)  
Cornhole All-Stars - character model textures, background character concept, and animated sprites for the iPhone game "Cornhole All-Stars."  
Project WUV - character and level concept, storyboards, gameplay design, and the intro sequence for an iPhone game under the project name "WUV."

[Art Institute of Pittsburgh / Animator / Pittsburgh / 2008](#)  
Project EXCEL - Lead 2D animator, joint story developer, joint character designer, prop modeler, inker, painter, and compositor for a short animated film.

**affiliations** [Northeastern Martial Arts Institute / Instructor / Rochester / 2001-2010](#)  
Instructed martial arts classes for children and adults, created lesson plans to improve the institute, and helped students to achieve their goals.

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