

Michael Shinde

Concept Artist

Michael Shinde
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Skills

Advanced Photoshop and Modo skills

Familiar with Zbrush, Cinema4d, Moi3d, and 3dCoat

Proficient in environment design, prop design, costume design, and matte painting.

Experience

Turtle Rock Studio / Concept Artist

January 2017 - Present

Unannounced Title

One Pixel Brush / Freelance Concept Artist

March 2015 - December 2016, Remote

Environment concept art for an unannounced title at Naughty Dog

Matte painting for Bioware's Mass Effect 4 Trailer

Environment concept art for Infinity Ward's Call of Duty: Infinite Warfare

Environment concept art for John Wick Virtual Reality

Pitch illustration for an unannounced title at Criterion Games

Concept Art for an unannounced title at DICE EA

MPC / Freelance Concept Artist

June 2016 - July 2016, Remote

Keyframe Illustrations for Unannounced Movie.

Education

Academy of Art University / BFA Visual Development

September 2011 - May 2016, San Francisco

Awards

Academy of Art University Spring Show

Runner up "Environment Concept Art" BFA Game Design 2016

Best Category Award for BFA Live Action 2017