

Contact

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Top Skills

Adobe Photoshop

Video Games

Cinematics

Languages

English (Native or Bilingual)

Michael Cosner

Cinematics, Motion Graphics, VFX @ Gearbox
Frisco, Texas, United States

Summary

My background in cinematics, motion graphics, VFX, editing and previsualization has been refined over an incredibly successful career in the video game industry. At my core, I'm an experience designer and I take great pride in developing visceral, emotional, and immersive content for audiences of every age.

I have contributed to over 40 console and PC titles including the AAA series Ghost Recon, Rainbow Six, the stylized MMO WildStar, the worldwide hit Borderlands 3, and the Dungeons & Dragons-inspired spinoff - Tiny Tina's Wonderlands!

For companies such as Adult Swim and DreamWorks, I have contributed to a dozen critically-acclaimed mobile games such as Robot Unicorn Attack 2, Monsters Ate My Condo (recently remastered & re-released!), and Into the Dead.

Big project or small - game, television, film or virtual reality - I'm driven to engage and excite the audience at every opportunity.

I love what I do.

My Specialties:

- * Animation, Motion Graphics, Compositing, and Post-Production VFX
- * Real-Time and Pre-Rendered Cinematic Design & Creation
- * Real-Time and Pre-Rendered Particle Effects Design & Creation
- * Cinematic and Game Mechanic Previsualization, Design & Creation
- * Video Editing (Cinematics, Trailers and Promos)
- * Team Leadership, Collaboration, Mentoring, Process Improvements, and Conflict Resolution
- * Comfortable working in a motion capture environment with actors and technicians
- * Liberal use of the Oxford comma

I also champion the talents of those who possess similar capabilities and motivations. In both Lead and supporting roles, I am an active collaborator throughout the process.

Check out some of my Show Reels for examples of my background in editing, compositing, and visual effects:

Experience

Gearbox Software

Cinematics & Motion Graphics Generalist

June 2017 - Present (7 years 11 months)

Frisco, Texas

As Gearbox's Motion Graphics Designer, I combine my multidisciplinary background in video game visual effects, graphic design, animation, and cinematography to create stylish, hilarious, and engaging cinematic content. My primary day-to-day toolsets include Adobe After Effects for creating pre-rendered content and Unreal Engine 4 for real-time work.

My work requires collaboration across a wide variety of creative departments. Whether it's Narrative, Animation, Audio, Weapons, VFX, or Mission Design - you name it, we're in the thick of it together. I'm creating killer content that'll entertain your socks off.

Fun Fact: I'm also the voice of Typhon DeLeon in Borderlands 3.

Deep Silver Volition

Lead VFX Artist

October 2015 - June 2017 (1 year 9 months)

Urbana-Champaign, Illinois Area

Led a talented team of 4 in-house and 3 outsourced VFX artists on Volition's AAA video game: Agents of Mayhem.

Key Areas of Contribution:

* Developed a wide range of stylized weapon, combat, explosive, weather, and ambient environmental effects.

* Supported and expanded the existing visual style with VFX created in our proprietary node-based shader, material, and particle toolsets.

* Created static and animated textures using tools such as Photoshop, After Effects, FumeFX, and Flame Painter.

* Daily collaboration with other team disciplines such as designers, programmers, cinematics, environments, props, and audio to ensure a unified style.

* Divided time between hands-on VFX creation, effects pre-vis art direction, cinematic compositing, outsourcing VFX, and internal VFX team management.

Carbine Studios / NCSOFT

Senior Cinematic Artist

June 2013 - October 2015 (2 years 5 months)

California

For Carbine's premiere MMO, WildStar, I worked alongside a small crew of creative ninjas who developed the popular "DevSpeak" video series, WildStar "Flicks", in-game cinematics, and marketing trailers.

Key Areas of Contribution:

* Our creative and editorial vision for every cut-scene cinematic stemmed from a strong collaboration between my team, the Creative Director, Cinematic Lead, Brand Managers, and Marketing stakeholders.

* I have produced a number of our DevSpeak videos which serve to educate our audience about the WildStar world, characters, and gameplay. I also perform any necessary post-production work such as compositing, motion graphics, color correction/grading, and motion tracking.

* Our WildStar "Flicks" are rendered in-engine in multiple render passes. Combining Diffuse, Normal, Emissive, and Effects layers (just to name a few) in After Effects, I provide compositing, post-FX, editing, and color correction/grading support.

* I was also responsible for devising video content, editorial, and post-production support for a number of WildStar's marketing trailers.

* I captured compelling game footage that illustrated the concepts of our game WildStar while imbuing each video with the sense of humor and tone our studio is known for.

* To support our international audiences, I also worked with our localization team to implement translations as hard-coded subtitles or exchange english audio for French and German equivalents.

* Beyond cinematics development, I spent considerable time conceptualizing game features and interactivity through previsualization. I enjoy problem-solving User Experience issues through a creative combination of animation, compositing, motion graphics, and a heavy dose of testing, feedback, and iteration.

PikPok Games / Sidhe Interactive

Lead Cinematics & Visual Effects Designer

April 2008 - September 2012 (4 years 6 months)

Wellington, New Zealand

Lead Visual Effects & Cinematics Artist/Designer

Sidhe Interactive / PikPok Games

April 2008 – September 2012 (4 years 6 months)

My primary responsibilities were to support and grow the Studio's expertise in the area of real-time particle effects and cinematic design. What was once a department consisting only of myself was later expanded into a small group of dedicated artists and animators working across all of our titles for consoles (360/PS3/Wii) and mobile platforms (iOS).

Key areas of contribution:

* Extending the capabilities of our Effects and Cinematics team through cross-discipline upskilling. Mentoring and supporting new and existing artists has been essential to sharing and increasing our knowledge base. Fostering the mindset of open collaboration is a key ingredient that I heavily promoted within our group.

* I lead efforts to design real-time and pre-rendered cinematic/VFX solutions for our games. I work in conjunction with the studio Art Director and project Leads to achieve the specific needs for every game.

* I collaborate with our graphics coders to develop custom tools and processes related to real-time particle effects and cinematics.

* As Sidhe transitions from console development to mobile (under the "PikPok Games" banner), I also spend much of my time as a game design and UX previsualizer. I generate animated mockups that problem-solve the desired "look and feel" of our design concepts. This allows us to answer questions of interactivity and address potential roadblocks early in the development process.

* As the need arises, I previsualize cinematics to aid team members and publishers in visualizing story concepts that might otherwise be unclear. The approved concept is then developed through to completion.

* I develop pitch/sizzle reels and promotional materials for RFP's and publisher needs.

* I create marketing trailers that engage and appeal to the interests of our customers (and ourselves).

Red Storm Entertainment

Lead Artist & Studio Co-Founder

November 1996 - March 2008 (11 years 5 months)

North Carolina

I joined Red Storm as a 3D modeler and founding member. As my own experience and capabilities grew, I would eventually become the Art Lead for Tom Clancy's Force 21. In the years that followed, I would contribute to a wide variety of senior and supporting roles; most notably on the successful Rainbow Six and Ghost Recon franchises.

Ubisoft (Red Storm Entertainment)

Senior Artist: Lighting and FX Area Coordinator

2000 - 2008 (8 years)

North Carolina

To improve our focus and quality on environmental lighting and effects, I was a part of a two-man team responsible for delivering high quality visuals for the multiplayer aspects of Ghost Recon: Advanced Warfighter 2 and subsequent DLC packs. I also supported America's Army: True Soldiers with particle effects for external partner, High Voltage Studios.

Virtus Corporation

Object Modeler and Cinematic Designer

April 1996 - November 1996 (8 months)

My primary responsibilities focused on the creation of 3D models for "Tom Clancy SSN" - a 3D submarine combat simulator. I also developed the SSN's intro cinematic. All 3D content was created using 3D Studio r4 for DOS. Yep - talk about old school...

Education

The School of Communication Arts (now Living Arts College)

Technical Degree, Computer Imaging and Animation · (1995 - 1996)

Virginia Commonwealth University

Virginia Commonwealth University