

# Michael W. Mao

Palo Alto, CA 94306 | (650) 996-3424 | [waymao@gmail.com](mailto:waymao@gmail.com) | [www.michaelmaoart.com](http://www.michaelmaoart.com)

More than 15 years of experience in creative visual art and design in computer animation, enterprise software, and multimedia projects within large companies and star-up studios. Known for ability to create and develop visual standards and style guides with creative, artistic vision and super productivity. Managed crew members and provided artistic direction and feedback. Repeated success in managing multiple tasks, setting priorities, meeting deadlines and above expectations. Solid understanding of art and visual design principles and techniques regarding 3D forms, layout, color theory, graphic design, animation, lighting, and composition. Ability to handle an extremely wide range of assignments, from photo realism to very stylized. Exceptional technique in both traditional and digital painting. High attention to detail with a clear understanding of the big picture. Team player who understands the value of regular and effective communication and team-based problem solving. Ability to mentor other artists; improve their skills and build their knowledge.

## Areas of expertise include:

Visual Style Guide	Videography & Video Editing
Visual Development	Motion Graphics
Concept Art	User Centered Design
Graphic Design	Composition
Photography	Digital and traditional Painting

## Software:

Premiere	Maya
Photoshop	Nuke
After Effects	Flash
Illustrator	Cinema 4D
InDesign	Final Cut Pro
3D Studio Max	HTML / JavaScript

## EXPERIENCE

### SIEMENS HEALTHCARE

June 2015 – Present

#### Multimedia Specialist / Project Manager

- Creating and producing multimedia materials for clinical education for both internal and external customers.
- Creating motion graphics, 3D animation, and other illustration for quick reference and guides.
- Shooting and editing videos and photos for training courses, company events, and video messages for executives.
- Constantly redesigning, updating, and maintaining company's intranet contents.
- Providing all kinds of visual and graphics for marketing and sales group.
- Mentoring other designers and interns.
- Collaborating with internal and external sonographers, instructional designers, vendors to make sure the project are finished on time.

### ANTS ANIMATION STUDIO

October 2014 – April 2015

#### Art Director

- Provide art direction for the pre-production of an animated feature film.
- Research and identify visual styles and techniques for the film
- Participate in the story development sessions with screen writer, story board artists, visual develop artists, partner with the Production Designer to ensure product vision and quality benchmark are being met.
- Manage multiple tasks, make schedule and set priorities, and meet deadlines and expectations.
- Regularly review, provide feedback, and approve art being developed.
- Create paint-overs, mockups, to illustrate changes and improvements to the film visuals.
- Collaborate with internal and external multi-disciplinary team of artists.

### DREAMWORKS ANIMATION

November 2006 – October 2014

#### Sr. Concept Artist / Digital Environment Artist

- Designed and created concept art during the early stage of the film development.
- Designed and Created 3D digital environment for the films during production.
- Providing technical direction during the matte painting installation process.

- Provided artistic direction for the team members.

## **IBM SILICON VALLEY LAB (User Centered Design)**

**August 2000 – October 2006**

### **Leading Visual Media Designer**

- Lead group of visual designers to create look and feel for enterprise database software.
- Delivered world class presentation for both internal and external customers.
- Conducted user tests to improve process of software installation and software usability.

## **PACIFIC DATA IMAGES**

**May 1999 – August 2000**

### **Matte Painting Technical Director**

- Designed and created 3D digital environment for Oscar winning animated film “Shrek”.
- Provided technical direction for matte painters during production.
- Coordinated with lighting department to ensure the correct installation of the matte paintings.

## **RTKL ASSOCIATES, INC.**

**May 1993 – August 1997**

### **Architect**

- Designed Created 3D architectural visualization for clients.
- Provided architectural schematic design.
- Involved design development.
- Built digital construction document library.

## **MURPHYMORRIS.COM**

**September 1996 – June 1997**

### **Motion Graphic Artist (Freelance)**

- Create motion graphics for financial education CD products.

## **EDUCATION**

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**Master of Science in Visualization Science, Texas A&M University**

**Master of Architecture, University of Texas at Arlington**

## **FILMOGRAPHY**

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- 2014, Penguins of Madagascar
- 2014, Mr. Peabody & Sherman
- 2012, Madagascar 3: Europe’s Most Wanted
- 2010, MegaMind
- 2008, Madagascar: Escape 2 Africa
- 2001, Shrek

## **AWARDS**

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- 2014, “Gold Medal Awards”, Oil Painters of America western regional exhibition.
- 2009, “Second Place”, Salon International, International Museum of Contemporary Masters.
- 2007, “Award of Excellence”, Oil Painters of America, Western Regional Juried Exhibition.
- 2007, “Grand Prize”, Winner for Artist’s Magazine Online Competition.
- 2006, “Award of Excellence”, Oil Painters of America National Juried Exhibition.

## **ONLINE PORTFOLIO**

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<http://vimeo.com/148856360>

<http://www.michaelmaoart.com>