



# michael assous

Character Artist  
Look Development

## ADDRESS

242 South 2nd Street, apt 8  
Brooklyn, NY 11211

## CONTACT

(646)331-0341  
Likethemilkyway@gmail.com

## SOCIAL

IG: @likethemilkyway  
Artsation: @likethemilkyway  
Linkedin: @michaelassous

## PROFILE

Coming from a film background with a passion for fine art especially anatomy, life drawing and traditional sculptures I have develop a serious interest for hyper-realism, digital humans and character art which became my main focus during my education alongside grooming, the study of light and composition as a look development artist.

## SUMMARY OF SKILLS

### • Modeling/Sculpting

Create production- ready organic 3D models such as digital humans and creatures leveraging various 3D packages.

### • Texturing and shading

Create photo real PBR textures and materials leveraging procedural workflow as well as hand painted organic textures for characters or props.

### • Character Look development

Establishing a photo real look combining various elements through skins, hair/fur, and clothing.

### • Lighting and rendering

Understanding the traditional approach of building a story through the use of light as well as utilizing compositional techniques and offline render engines.

## AWARDS/ RECOGNITION

### • Winner of the Rookies 2022

DNEG, Spring 2022

### • Grand Prize Winner, character realism

Gnomon, Spring 2022

### • Best of Terms, character realism

Gnomon, Winter 2021

### • Best of Terms, Lighting and rendering- Abstract

Gnomon, Winter 2021

## EXPERIENCE

- Full Time Employee at ZOIC studios as a Organic Modeler and Texture artist, Spring 2022-Present
- Freelance Organic Modeler and Texture Artist for PreyMaker

## EDUCATION

### • Digital Production Certificate in Modeling and Texturing, 2022

Gnomon, Los Angeles, CA

### • Art Mentorship in Fine Arts by Cameron Mccool, 2015

New York City, NY

### • University of Paris X —

License in Political Science, 2005

Paris, France

## SOFTWARE

- ZBrush
- Autodesk's Maya
- Mari
- XGEN
- Marvelous designer
- Substance Painter
- Nuke
- Autodesk's Mudbox
- Unreal Engine
- V-Ray
- Keyshot
- Marmoset
- Photoshop

## LANGUAGES

- French native
- English fluent

## INTEREST

- photography  
Heidi Duckler exhibition  
Los Angeles, DTLA, 2018
- Life Drawing  
Life Drawing Los Feliz



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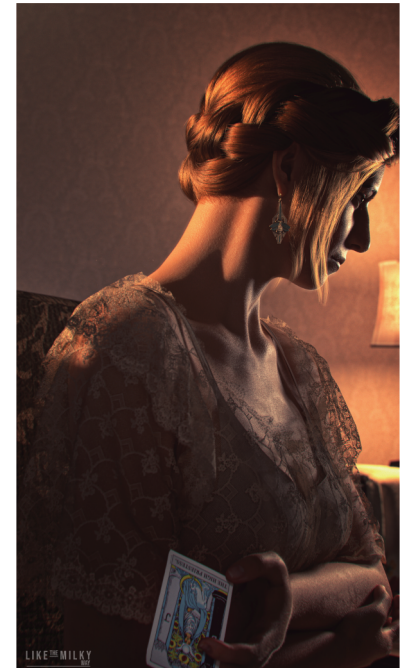
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## WORK SAMPLES



Concept by myself  
Responsible for all  
aspects



Concept by myself  
Responsible for all  
aspects



Concept by myself  
Responsible for all  
aspects



inspired by a  
photography of Georgia  
O'Keeffe by Alfred  
Stieglitz  
Responsible for all  
aspects

