

MICHAEL HOSTICKA

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EXPERIENCE:

Phosphor Games Studio, Environment Artist (Contract), 5/2012 – present

- ◆ Responsible for visual polish and optimization on majority of environments for Horn mobile game
“It’s impossible to talk about Horn without addressing just how gorgeous this game is.” -IGN, 9/10
“Speaking of beautiful, this moody world is simply stunning to spend time in.” - TouchArcade, 4/5
- ◆ Responsible for substantial amount of set dressing and weapon asset creation
- ◆ Proactively communicated with design team to ensure that art respected & enhanced gameplay

Freelance Traditional Artist, 2007 – present

- ◆ Drew representational graphite portraits for customers from photo reference

EDUCATION:

Ringling College of Art and Design, Sarasota FL

Bachelor of Fine Arts in Game Art & Design – May, 2012

GPA: 3.4/4.0

- ◆ **President’s Award 2012**, chosen from all senior Game Art and Design thesis projects.
- ◆ **Trustee Scholar Nominee 2011-2012**, the highest honor awarded by Ringling College of Art and Design. One of two nominated from all junior Game Art and Design students.
- ◆ **Most Outstanding Sophomore 2009-2010**, chosen from all sophomore Game Art and Design students.

SOFTWARE:

Maya, Zbrush, Photoshop, Unreal Development Kit, Unreal Kismet, Mudbox, CrazyBump, Xnormal, ndo2, 3D Coat and Mari. Skilled at representational modeling, texturing and lighting related to environment art, as well as experience with character modeling, real time vfx, kismet scripting and concept art.

AWARDS:

Best of Ringling juried student show. 10 Pieces

Ringling College of Art and Design, Sarasota, FL 2009 - 2012

I am a self taught advanced guitarist, love progressive metal, and love to spend time reading on topics of science and philosophy when I’m not creating.