

MIKE HANSEN

Digital Artist • Flash Designer

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Background

I'm a Digital Artist based in Minnesota professionally utilizing both 3D and 2D skills. I've been working full time as a Digital Artist and combination Adjunct Instructor and Freelance Designer since 2006.

Work Experience

2008-2009 & Jan 2011 – Current

Digital Artist • Johnson Center for Simulation • Pine City, MN - johnsonsimcenter.com

- Design and program Actionscript 3 games and applications
- Work alongside Department of Defense on large-scale simulation software
- Created modular e-Learning games for Mora School District 332

2009-2010

Adjunct Instructor • Academy College • Bloomington, MN - academycollege.edu

- Taught professional and college-level 3D modeling, texturing and animation courses
- Created quality standards syllabi for the college

2007-2008

Adjunct Instructor • ITT-Technical Institute • Eden Prairie, MN - itt-tech.edu

- Taught professional and college-level Photoshop, Flash programming and design courses
- Had highest student retention rate and gave faculty presentation on personal classroom techniques

Freelance Work Experience

May 2011

Contract Media Artist • Wagner • Plymouth, MN - wagnerspraytech.com

- Used photo-realistic modeling and animation techniques to create product designs used by the Wagner Media department for use in advertisements and videos for Home Depot

July-September 2010

Contract Media Artist • Allen Interactions • Mendota Heights, MN - alleninteractions.com

- Assembled various e-Learning modules in Adobe Flash for Comcast training videos
- Created custom animation and designs for additional e-Learning modules

January 2010 / April 2008

Contract 3D Designer • EATON Corporation • Minneapolis, MN - eaton.com

- Created custom 3D backgrounds and vector cartoon portraits of staff members to be used in lip-synced animation for corporate meetings

Education

2003-2006 / Art Institutes International Minnesota

Bachelor of Science in Media Arts & Animation • Graduated with Honors

Technical Skills

Game design using Adobe Flash and Actionscript 3 • Vector illustration using Adobe Illustrator and Flash • 3D design using 3D Studio Max and Maya • Image manipulation and retouching in Photoshop • Video editing and effects using After Effects • Microsoft Office Suite for daily operations and presentations

Working Knowledge

2D illustration design • Human figure drawing • Color Theory • Layout skills • Character animation, principles and techniques • Extensive Windows OS and PC hardware knowledge

Personal Hobbies

Mentoring Burnsville High School Robotics team, ISD 191 • Caffeinated beverage connoisseur