

Michael Duggan

Illustration
United States

View the full portfolio at <http://www.thecreativefinder.com/mdduggan>

Professional Experience and Curriculum Vitae

Book author... Illustrator... Game designer... Art teacher... Southern rockabilly punk... If you believe the whole zodiac thing, I'm also a Sagittarius born in the year of the Dragon. You can go to MDDuggan.com for more portfolio pics. I mostly work in pen-and-ink, Photoshop, Illustrator, Painter, and Flash. I am partial to projects involving cartoony monsters and other things that go bump in the night.

I currently live in the Ozark Mountains of Arkansas with my wife and stepkids.

You can see more of my artwork on DeviantArt, where I go by the pseudonym Trailer Park Zombie. Also, you can purchase my work on T-shirts and more merch online in my Zazzle Shop.

Previous Clientele

- * Cengage Learning (Course Technology PTR)
- * North Arkansas College
- * DugganArts LLC
- * Stillwater Monument Company

Awards and Accolades

Results-oriented Flash, web, and game artist with particular expertise in Adobe, Autodesk, and Epic software seeks a 2D game artist (concept art and illustration) career. Over six years' experience developing software and managing projects in challenging, fast-paced environments. Demonstrated ability to acquire technical knowledge and skills rapidly. Exceptional communication skills, both oral and written. Published game author, illustrator, indie developer, and conference speaker.

<h2>Skills</h2>

Soft Skills:

Written/oral communications, English-speaking, positive and innovative outlook, exceptional 2D concept art skills, 2D and Flash animation skills, photo manipulation skills, empathic understanding of others, service industry and educational skills, focused on getting work done with an emphasis on quality and efficiency.

Computer Skills:

- * Adobe Creative Suite (including Photoshop, Dreamweaver, Illustrator, Flash, InDesign, and After Effects)
- * Microsoft Office (including Word, Excel, PowerPoint, Access, and Publisher)
- * Autodesk 3D software (including 3ds Max and Maya)
- * Torque software (Torque 3D and Torque 2D)
- * Aviary software (Myna, Roc, Phoenix, and Raven)
- * Epic software (Unreal Engine 3 and Unreal Development Kit)
- * 3D GameStudio
- * Wintermute Engine
- * Game Maker
- * RPG Maker XP and VX

Computer Languages:

15b Lloyd Road Singapore 239098 (co. reg. 201004398N)
helpdesk 656.227.2902, fax 656.227.0213

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