

Mike Spring

DIGITAL ARTIST

LA Film School - Online Instructor - Digital Painting & Environment Design

mikespring02@gmail.com
office

Visual Developer, Graphic Designer, Compositor, Illustrator, and Game Developer (iPhone game apps... Robo Ki, Drop n Pop... with more on the way!)

Experience includes work with Disney Imagineering, Reality Check Studios, Duck Studios, Outpost Digital, Seiniger Advertising, Blissium, Entity FX, World of Tomorrow, The WB, Zoic Studios, Fenix Collective, Oprah Winfrey Network (OWN), 2000 Strong, and ShutterPunch, NBC Universal, Visual Creatures, Illuminate.

Experience

Designer/Animator/Illustrator/Compositor

www.krop.com/mikespring

LA Film School - Online Instructor - Digital Painting &
Environment Design - October 2020 - present

Freelance VFX Artist, Compositor, Illustration, Graphic Design,
Photoshop/AE – June 1998 – present

Video/Graphics Production, UI/UX - January 2015 – May 2019
PricewaterhouseCoopers - Lead full life cycle of creative for
application design, video/graphics, motion graphics, after
effects animation, UI/UX in collaboration with leadership and
team members. Designed training and informational videos to
help users approach new products with confidence. Created
videos featuring PwC's latest automation news and features,
including filming of colleagues, editing of all footage, motion
graphics creation and applying firm branding and music.

ShutterPunch – June 2014 to December 2014
various projects - compositor – After Effects

Illuminate - November 2013 to May 2014
XFiles uprez – compositor – After Effects

NBC Universal - January to October 2013
Defiance episodic – compositor – After Effects

ShutterPunch - August to December 2012
Perception episodic - compositor – After Effects

Visual Creatures - July 2012
commercials for NFL Network – compositor - After Effects

Playground Media - April 2012 to June 2012
promos for Sony Pictures - motion graphics – After Effects

ShutterPunch - April 2012
The Selection (pilot) - compositor – After Effects

Water For Elephants - directed by Francis Lawrence -
compositor
We Bought a Zoo - directed by Cameron Crowe - compositor
Forgotten History of the United States - directed by Oliver
Stone - compositor
Castro In Winter - directed by Oliver Stone - compositor
Savages - directed by Oliver Stone
Gangster Squad - Ruben Fleischer

Crazy Horse Effects - June 2010 - April 2012 - compositor – After Effects

"Drop N Pop" game app - game art and UI development and art

Motivated Robot Studios - April to June 2010 – analog tools/Photoshop

Weeds Season 6 Promo - compositor – After Effects
2000 Strong - May 2010

Live Earth Promo, Spike TV commercials - compositor – After Effects

Blissium - compositor - April 2010

Kodak commercial - compositor – After Effects

Thomas Cobb Group - March 2010

Alice in Wonderland - directed by Tim Burton - 3d conversion
compositor – After Effects

ICO Entertainment Inc. - January 2010

"Robo Ki" game app - game art and UI development and art – analog tools/Photoshop/AE

Motivated Robot Studios - Aug to Dec 2009

Oprah Winfrey Network - various on-air promos

motion graphics compositor – After Effects

OWN - July to Aug 2009

Outpost Digital - compositor on various projects – After Effects
March to June 2009

Duck Studios - compositor on various projects – After Effects
Jan to March 2009

Fenix Collective - compositor on various projects – After Effects

Dec 2008 to Jan 2009

Blissium - compositor on various projects – After Effects
Sept to Nov 2008

Cake - compositor on various projects – After Effects
July to Aug 2008

Wheel of Fortune - motion graphics – After Effects

Reality Check Studios - July 2008

Smallville Television Series - compositor

Sports Science Television Series - compositor – After Effects

X-Files 2: I Want To Believe - directed by Chris Carter -
compositor – After Effects
EntityFX - Jan - June 2008

"The Living Landscape" interactive game at "Soarin" (Disney
World)
Disney Imagineering visual development - Photoshop
Max Payne - directed by John Moore - visual development -
Photoshop
Incarnate Video Game - visual development – Photoshop
Reality Check Studios - Jan to Dec 2007

NEO - compositor on various feature film projects – After
Effects
June to Dec 2006

Smallville Television Series - compositor – After Effects
Aquaman Television Series Pilot - compositor – After Effects
EntityFX - Nov 2005 to May 2006

Blissium - compositor on various projects – After Effects
Oct to Nov 2005

Bones Television Series - compositor – After Effects
Skinwalkers Feature Film Teaser - motion graphics compositor
– After Effects
Ignite Creative - April to Sept 2005

Ford Motor Company - compositor – After Effects
The Discovery Channel - compositor – After Effects
Serenity - directed by Joss Whedon – compositor – After
Effects compositor
29 Down Television Series - compositor – After Effects
Zoic Studios - Dec 2004 to March 2005

A Sound of Thunder - directed by Peter Hyams - compositor –
After Effects
VFXPC - June to Sept 2004

Sky Captain And The World of Tomorrow - directed by Kerry
Conran
compositor, opticals – After Effects
render wrangling – Maya/Apple
World of Tomorrow, Inc. - Oct 2003 to June 2004

The Lion, The Witch and The Wardrobe - directed by Andrew
Adamson
3D-Previsualization - Maya
The WB - 2002 -2003

On-Air graphics for Prime Time as well as Kids WB programming
2d animation and 3D texturing – After Effects/Maya
The WB - 2002 -2003

Audi TT/Seattle Seahawks In-Game Animation
3d animator – Maya
Hornet Inc. - 2002

Fossil - directed by Neal Nellans
concept designer/animator/compositor for "The Mambouri Legend" sequence – After Effects
2001 - 2002

Alien Versus Predator 2 Video Game
Illustrations for the packaging campaign – hand drawn
Seiniger Advertising Group - September 2001

Despierta America, El Gordo Y La Flaca, De Cabeza, and Premio Lo Nuestro
on-air graphics and motion graphics compositor – After Effects/Paintbox/Maya
Univision Network - October 1998 to August 2001

Education

Gnomon School of Visual Effects

Hollywood, California

Creature Design - 2011
Creature Design - 2010
Digital Painting - 2010

Art Center College of Design

Pasadena, California

Entertainment Design - 2009
Children's Book Illustration - 2002

BFA Computer Animation

Sarasota, Florida
Aug 1994 - Aug 1998

Ringling College of Art and Design

BFA Computer Animation
Minor in Photography

BFA English

University of Miami

BFA English

Minor in Business

Member of University of Miami Crew Team (rowing) 1989-1991

Coral Gables, Florida

Aug 1989 - Aug 1991

General Studies

University of Colorado

Boulder, Colorado

Aug 1988 - Aug 1989

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