





CONTACT ME

 Michael.delisi1999@gmail.com

 Website

 LinkedIn

EDUCATION

Solene Chan-Lam Texture Mentorship

14 week one on one mentorship
2023- 2024

CG Master Academy

Spring Certificate
2023- 2023

VISUAL EFFECTS

Savannah College of Art and Design

Bachelor of Fine Arts
2018-2022

TECHNICAL SKILLS

Scanning clean up
Digital AFO/FO modification
Digital Production
Texturing
Organic texturing

SOFTWARE

Mari
Rhino
ZBrush
Meshmixer
Canfit
Adobe Creative Suite

Michael DeLisi

Surface Texturing/
Look Development

Alumnus of Savannah College of Art and Design looking for on-site and/or remote opportunities in digital production and cg.

WORK EXPERIENCE

YANKE BIONICS

2024-Current

O + P Lab Tech

- 3D scan orthotic crushboxes and fiberglass casts to prepare for further digital modifying
- Modify all digital scans of patients' feet to prepare for machine production
- Operate CNC routing mills to carve out patient feet for production
- Hand-finish orthotics on sanders to fit the clinician's specifications
- Modify multiple ankle foot orthotic devices on Canfit software to prepare for carving
- Sculpt human anatomy and form into modified 3D printed pediatric sockets
- Scan, clean, and modify midsoles for C.R.O.W moon boots

WAYSIDE FURNITURE

2023-2024

Furniture Delivery

- Organize various delivery schedules into the back of 30 ft box trucks
- Communicated clearly with customers regarding delivery details and product care
- Navigated varied environments while maintaining safety and efficiency
- Worked as part of a team to transport and install large items safely

PROJECTS

Endolisk Texture Mentorship

Organic Creature

October 2023- January 2024

- Received production sculpt from Kurtis Dawe to use through duration of mentorship
- Reference matching as in a client production context and additional in-depth research
- Calendar and prioritize regular weekly checkups similar to budget constraint studio show
- Retake and team-friendly approaches in the Mari node graph with a reasonably optimized organization
- Assimilation of the basics of 3D color theory applied to 3D texturing and material physics
- Update Texture Sanity check through render turntable to assess areas of improvements and corrections on a set of maps
- Iterated Look Development Setups to A/B compare (Maya/ Arnold)

CG Master Academy Texturing for Film and Cinematics

Organic Creature Bust

April 2023- June 2023

- Used a sculpted creature bust provided by Chris Nichols for the duration of the class
- Worked on a weekly schedule and had weekend check-ins similar to studio schedule
- Designed in Zbrush with Photoshop to create a production-level concept to act as the main area of reference
- Sculpted in Zbrush to produce photo-realistic skin as well as eyes, scales, and teeth
- Textured in Mari combined with Zbrush to produce man-made materials like leather

The Rookies RIG.B Challenge

Hard surface Robot

January 2023- April 2023

- Used a modeled large-scale robot provided by The Rookies to use for the length of the challenge
- Used Mari combined with Substance Painter to create large-scale hard surface textures such as metal
- Handled Quixel Megascans to create a desert environment for staging the robot and used graffiti to put around the base of the robot's feet
- Compositing 3D Renders with AOV passes in NukeX