

Michael Barquero

VFX Artist in the field of gaming, animation, and tech apps.

Santa Monica, CA. 90405
(310) 849-0675
michael@mbarquero.com
<https://www.mbarquero.com>

EXPERIENCE

Treyarch Studios, Santa Monica – *Associate VFX Artist*

May 2017 - Present

Creating particle effects for Call of Duty: Black Ops 4

Naked Sky Entertainment, Los Angeles – *VFX Artist*

September 2015 - July 2016

Created particle effects, from concept to in-engine implementation.

EDUCATION

Florida International University, Miami – *Computer Science*

August 2016 - May 2017

Bachelor's of Science in Computer Science, learning the math, logic and foundations of programming.

California College of the Arts, San Francisco – *Animation*

September 2010 - May 2013

Bachelor's of Fine Arts in Animation, learning all parts of the feature animation pipeline from storyboarding to character animation.

PROJECTS

Scrap Force – 2015

Apple Store featured strategy role playing game developed for iOS.

Call of Duty: Black Ops 4 – 2018

First-person shooter video game developed by Treyarch and published by Activision-Blizzard.

SKILLS

3D | Unity, Unreal, Maya, Radiant

particle editors, node-based shader creation, simulations

2D | Photoshop, Corel Painter

concept art, hand-drawn textures, illustration, storyboarding

Systems | Win, Mac, Ubuntu

AWARDS

Code2040 Tech Trek Week long "trek" in the SF Bay awarded to the top 50 Black/Latinx comp-sci students to connect with tech companies in the area.

Uber Scholarship Awarded to the top 8% of applicants of the IronHack coding bootcamp by Uber Technologies.

Full-Tuition Faculty Scholarship Awarded to the top applicants of the California College of the Arts by the school's faculty.

Dreamworks Scholarship Awarded to the top three animation majors at the Ringling College of Art by Dreamworks Animation.

LANGUAGES

Java, English, Spanish, Italian