



## Michael Hermes

3D Modeling, Patent Illustration, UI/UX,  
Graphic Design & Motion Graphics



## Objective

My goal is to work in an environment where I can continuously learn and evolve as an artist, utilize my creative skills, and leverage the experience I have gained over the past 22 years. I am proficient in 3D modeling, UI/UX design, illustration with a focus on patents, and motion graphics. I thrive in settings where I can excel and grow in these disciplines, encounter new challenges, and contribute to both my professional development and the success of the companies I work with.

## Education

### **The Art Institute of Dallas**

Associates of Applied Arts, Computer Animation

3.5 GPA

June 2001

Dallas, TX

## Experience

I am a seasoned design and production artist with over 22 years of experience in 2D/3D art, UI/UX design, compositing, and motion graphics across various industries, including gaming, entertainment, engineering, and energy services. As a Design Director at GHInnovations, I collaborated with clients to create artwork for patents, trademarks, 3D assets, and motion/graphic designs for advertising and branding. At Halliburton Energy Services, I contributed to 3D visualization projects, helped develop art pipelines for in-house 3D engines, and created marketing materials. My role at HNTB involved producing high-resolution presentations for critical infrastructure projects. Additionally, I have extensive experience in game development, having worked on numerous shipped titles and prototypes, managing art teams, and establishing production pipelines. Currently, I am the sole proprietor of Hermes Creative Services (HCS), a business specializing in patent illustration. My expertise spans various design and production art tools, ensuring the delivery of high-quality and cohesive visual content.

# Work History

Jul 2024 - Current	<b>Hermes Creative Services (HCS)</b> <i>Sole Proprietor</i>	Sachse, Texas
	<u>Summary:</u> I leverage my extensive experience to provide a range of services for clients. My primary customers are inventors and patent attorneys, specializing in high-quality patent and trademark illustrations to help secure intellectual property.	
Feb 2020 - Jul 2024 (4 yrs 5 mos)	<b>GHInnovations</b> <i>Design Director</i>	Arlington, Texas
	<u>Summary:</u> I worked with numerous clients to generate artwork for patent and trademark applications, 3D assets for realtime applications and pre-rendered artwork, and provided motion/graphic design support for advertising, marketing, and branding.	
Jan 2014 - Feb 2020 (6 yrs 1 mo)	<b>Halliburton Energy Services</b> <i>2D/3D Artist, UI/UX Designer</i>	Carrollton, Texas
	<u>Summary:</u> Generated art for 3D visualization projects including realtime simulator-based training applications as well as 3D for various applications throughout the organization. Assisted with the creation and roll-out of in-house realtime 3D engine for use in a several applications. Responsible for 3D pipeline implementation using Modo and Zbrush for modeling and Photoshop and Substance Designer for texture map creation. Created 2D artwork for marketing and video productions as well as generating product videos using After Effects for internal use throughout the Halliburton organization. Responsible for wireframing and prototyping on multiple applications in development, as well as investigating future pipeline processes to help evolve the UI/UX process in the department.	
Sep 2013 - Jan 2014 (4 mos)	<b>HNTB</b> <i>3D Visualization Specialist (Temp)</i>	Plano, Texas
	<u>Summary:</u> Generated content for high-resolution video and still presentations of future road and highway expansions. Responsible for creating various road and environmental accessories including roadway striping, bent creation, tree and building generation of surrounding and proposed landscaping and hardscaping, scene cameras, and various other assets as needed per project. Performed layout in Autodesk CAD and modeling in 3DSMax, as well as various texture needs in Photoshop.	
Jul 2011 - Nov 2012 (1 yr 4 mos)	<b>Method Solutions</b> <i>Production Artist</i>	Dallas, Texas
	<ul style="list-style-type: none"><li>• <b>House MD: Critical Cases</b> (Facebook) – shipped</li><li>• <b>Yardsale: Hidden Treasures</b> (Facebook) – shipped</li></ul>	
	<u>Summary:</u> Generated content for several Flash-based Facebook games including menus, HUD and UI elements. On House MD, I generated much of the central UI as well as summary screens and various infographics based off concepts and guidelines provided to me from the art director as well as created numerous Flash-based character elements (hair, clothing, etc.) and several animations. Coordinated and produced many of the cutscenes in House. For Yardsale, established and documented pipeline for integrating pre-rendered artwork into the game. Trained and tutored the art team on a newly established 3D package in the company (Foundry Modo). Generated many 2D elements and 3D objects used in the Isometric view of the game, as well as updating previously existing assets to work in the game. Generated several scenes used in Seek-n-Find portions of the game. Created several flavor videos for use on the company's website in After Effects.	

Apr 2010 - Jul 2011  
(1 yr 3 mos)

### **Annosoft Entertainment**

Richardson, Texas

*Contract Artist*

- **iGuy** (*iOS*) - unreleased
- **Novus Prime** (*Sony PS3/Home*) - contract for Hellfire Games
- **Nightmare Adventures: The Witch's Prison** (*PC*) - contract for Big Fish Games
- **Unpublished Trailer** (*Pre-Render*) - contract for contract for UTV Ignition Games
- **Wizard Ops** (*iOS*) - contract for Phyken Media

#### Summary:

Generated elements for an unreleased iPhone project title iGuy which included translating mockups into useable art for menus, HUD elements containing animated on/off states, general UI, and iconography for elements such as the integrated weather app. Was involved on a variety of other projects ranging from high end pre-rendered cinematics to console and mobile development. Worked with the owner to figure out art needs and requirements, and helped establish business contracts.

Aug 2009 - May 2010  
(9 mos)

### **Renderscene Studios**

*Freelance 3D/Texture Artist, Job Seeker*

#### Summary:

Freelanced while looking for full time job placement.

Sep 2005 - Aug 2009  
(3 yrs 11 mos)

### **Barking Lizards Technologies**

Richardson, Texas

*Art Lead/Art Manager*

- **Bratz: Forever Diamonds** (*Nintendo DS*) - shipped
- **Bratz: 4 Real** (*Nintendo DS*) - shipped
- **The Naked Brothers Band** (*Nintendo Wii, Sony PS2*) - shipped
- **Spongebob: Truth or Square** (*Sony PSP*) - shipped

#### Summary:

Responsible for managing a team of artists to ensure a level of quality and cohesive art style for various projects. Involved in testing new tools and implementing new software into the pipeline. Work directly with the President regarding new hires in the art team. Work on scheduling and asset management, as well as production work with each project. Have been involved with several next-gen presentations and game pitches in both art and design. Trained to transition over to the Technical Art Director position.

Jul 2005 - Sep 2005  
(2 mos)

### **Method Solutions**

Addison, Texas

*3D/Texture Artist*

- **Space Impact** (*Nokia N-Gage*) - shipped

#### Summary:

Modeled and textured 3D player ships, created attachments and weapons; worked on preliminary level tiles.

Sep 2003 - July 2005  
(1 yr 10 mos)

### **TKO Software**

Addison, Texas

*3D/Texture Artist, Motion Graphics*

- **Call of Duty** (*Nokia N-Gage*) - shipped
- **Elder Scrolls: Shadowkey** (*Nokia N-Gage*) - shipped
- **Leisure Suit Larry** (*Nokia N-Gage*) - canceled, end of N-Gage phone production
- **Gunforge** (*Nokia N-Gage*) - cancelled, end of N-Gage phone production

- **Sky Blade** (*Nokia Series 60*) - cancelled with studio closure
- **Ms. Pac-Man: Maze Madness 2** (*PC, Xbox, PSP, PS2, Gamecube, DS*) - cancelled
- **Enders Game** (*PC, Next-Gen Consoles*) - product demo for pitch
- **Heaven vs. Hell** (*PC, Next-Gen Consoles*) - product demo for original IP

Summary:

Collaborated with a team of skilled artists, animators and designers to create a variety of games based off of popular IP's. Generated a wide variety of 3D models and textures, as well as level layout, concept, design and implementation. Worked and collaborated with my art director on several motion graphic pieces including the company's logo, and several game influenced pre-renders and intros doing audio and video. Performed basic sound editing and manipulation for video content.

Jun 2002 - Sep 2003  
(1 yr 3 mos)

**Stalker Entertainment**

Addison, Texas

*3D/Texture Artist, Motion Graphics*

- **Shaft** (*PC, Xbox, PS2*) - product demo for pitch
- **Menace2Society** (*PC*) - product demo for original IP
- **Fear Factor** (*Pre-Render*) - proof of concept for pitch
- **Final Destination** (*Pre-Render*) - proof of concept for pitch
- **Blowout** (*PC, Xbox, PS2*) - shipped

Summary:

Created a variety of 3D models and texture assets for several game prototypes using a variety of middleware engines, including Renderware and Epic's Warfare. Also collaborated on pre-rendered cut scenes and game demonstrations, doing post-processing in After Effects, and sound editing.