

Michael H Saunders

2024

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415.299.1175

**Objective:**

To constantly refine and grow my expertise in Photoshop and my ability as a Visual Artist. To be a part of a team that produces beautiful digital and print imagery. To be able to help and lead others in learning to master Photoshop and Art Direction.

**Skills:**

Expert in Adobe Photoshop, Bridge and Lightroom. Skilled in Maya, Zbrush and Nuke. Sharp eye in Art Direction. Clear and concise communication. Creating tutorials, scripts and actions as well as Mentoring others.

Love solving creative problems and thinking of creative ideas.

Work well on my own, under supervision, as well as in a leadership role.

Fast and eager learner as well as a confident and ambitious mentor.

**Education:**

**Vancouver Film School October 2013 November 2014**

Class Representative. Graduated with Honors. Studied 3D Animation and Visual Effects. Focused in Visual Effects. Learned through hands-on project based curriculums. All projects were executed in a professional level studio practicing industry standards and studio pipeline techniques.

**Savannah College of Art & Design 2000-2004**

Bachelor of Fine Arts. Illustration Major/Drawing Minor. Graduated Cum Laude.

September - January of 2002 studied painting abroad in Lacoste, France.

## **Work History:**

### **SGK - May 2023 - Present**

Senior Art Director / Lead Retoucher / Member of Studio Leadership Team

Leading the Art Directors department and providing performance evaluations and guidance and mentorship to the other Art Directors.

In charge of providing clear and concise art direction as well a showing example 2D work and actual 2D execution on live assets for all of the 2D and 3D artists.

Responsible for highly detailed and photo-realistic adjustments to a variety of imagery and 3D renders in a fast paced environment. Executing complex tasks on very large composited imagery. Highly creative problem solving. SOP and automation developement.

### **SGK - Jun 2021 - May 2023**

Art Director / Lead Retoucher

In charge of providing clear and concise art direction as well a showing example 2D work and actual 2D execution on live assets for all of the 2D and 3D artists.

Responsible for highly detailed and photo-realistic adjustments to a variety of imagery and 3D renders in a fast paced environment. Executing complex tasks on very large composited imagery. Highly creative problem solving. SOP and automation developement.

### **SGK - Aug 2019-Jun 2021**

Production Manager / Lead Retoucher

In charge of managing all studio resources and capacity across all jobs across all departments within the studio

Responsible for highly detailed and photo-realistic adjustments to a variety of imagery and 3D renders in a fast paced environment. Executing complex tasks on very large composited imagery. Highly creative problem solving. SOP and automation developement.

XYZ - Aug 2018-Aug 2019

Lead Retoucher

Headed up the onboarding of one of the most highest profile and successful electronics company in the world as a main client for XYZ which included setting up and creating all the custom scripting automation actions as well as training seasoned staff retouchers as and QCing all their work before sending to client to ensure client expectations were met.

Responsible for highly detailed and photo-realistic adjustments to a variety of imagery and 3D renders in a fast paced environment. Executing complex tasks on very large composited imagery. Highly creative problem solving. SOP and automation development.

SGK - July 2017 - August 2018

Lead Retoucher

Responsible for highly detailed and photo-realistic adjustments to a variety of imagery and 3D renders in a fast paced environment. Executing complex tasks on very large composited imagery. Highly creative problem solving. SOP and automation development.

Hydraulx Visual Effects - December 2014 July 2017

Senior Matte Painter

Responsible for creating photo-realistic elements, backgrounds, textures, props, concepts and environments through compositing photographic and 3D reference as well as through digital painting. Supervising junior Matter Painters.

JFPI, Jon Feingersh Photography Inc. 2005-2013

Lead Retoucher, Lighting Tech, and 2nd Shooter.

Responsible for all post production. Executed all retouching, color correcting, compositing and editing. [www.jfstudio.com](http://www.jfstudio.com)

Center for Digital Imaging Arts at Boston university 2008

Taught advanced Adobe Photoshop CS3 course; "Digital Darkroom: Photoshop III"

Taught advanced techniques for fine image enhancement and complex compositing.

Foundry Building, 1055 Thomas Jefferson Street, NW Washington D.C.

*References Available Upon Request*