

RESUME for: Michael Sheyahshe

2008

Digital / 3D Graphic Artist



Cell: 405-474-3858

email: info@alterNativeMedia.biz or malan22@yahoo.com

CORE COMPETENCIES

3D / Digital Art, Digital Media, Computer Based Instruction / Delivery, Project Management, Teambuilding, Training and Education, Vision and Innovation, Creativity, Utilization of Technology, Leadership, Flexibility, Accountability, Problem Solving/Decisiveness, Client Focus

TECHNOLOGY SKILLS

- 3D Modeling / Animation:** Maya 8.5, Blender, Softimage XSI, Autodesk Viz, Poser
- Game/Simulation Engines:** Torque Game Engine (TGE), GameStudio Engine, SimOps/Code 3D
- Adobe:** Photoshop CS3, InDesign CS3, Premiere Pro, AfterEffects, Illustrator CS3, Acrobat Professional, Audition 2.0, Encore DVD, PageMaker CS3, GoLive CS3
- Macromedia:** Flash, Dreamweaver, Fireworks, Freehand, Authorware
- Programming Languages:** JavaScript, MELscript, ActionScript, SQL, T-SQL, HTML, CSS, VisualBasic.NET, ASP, ASP.NET Framework
- Microsoft:** Word, Excel, Access, PowerPoint, Outlook, Publisher, Project
- Editing Software:** Avid, Final Cut Pro, SoundForge, Cool Edit, PowerPoint Producer, Windows Media Encoder
- Learning Management Systems:** WebCT, Blackboard, Moodle
- Database Administration:** SQL Server 2000, ColdFusion MX, Active Directory / Group Policy experience
- OS:** Windows XP Pro/Vista, Windows Server 2000, MacOS (9.0-X), Linux Red Hat

CERTIFICATION / CERTIFICATES

- Microsoft:** Digital Literacy Certificate; 2071: Querying Microsoft SQL Server 2000 with Transact-SQL; 2310B: Developing Microsoft ASP.NET Web Applications Using Visual Studio .NET;
- NSCA Certification:** Microsoft Word 2002 (Master); HTML 4.0; Windows XP Professional; JavaScript

GAME / ANIMATION EXPERIENCE

- HUD / Menu Art:** *Helix* (Wii), Ghostfire Games, 2008.
- Lead Artist / Director:** *CERTSim* (PC), Southwest Center for Public Health Preparedness, 2008.
- Art Director / Designer:** *Karaoke Star* (Flash), alterNative Media, 2006.
- Director of Animation:** *Bite Me, Fanboy* (2005), Nifty Comics.

PROFESSIONAL EXPERIENCE

Graphic Artist | Raytheon Professional Services

OCT 2008 - Present

- Designs and Creates** specialized 3D models, content, and animation primarily used in courseware delivery. This includes, manipulating existing engineering data for high-end computer and video graphics, including tessellation, optimization, and texturing; creating technical and non-technical components, systems and environments from scratch or with limited reference; and producing complex animations depicting motion, flow; and developing interactive media and curriculum with specific focus on 3d models, animation, simulation, Flash animation, and XML and Actionscript programming.

Interactive Curriculum Development Specialist | FAA/Air Traffic Control – MMAC, AMA-530

JUN 2008 – OCT 2008

- Serves as a Subject Matter Expert (SME)** for the creation and development of instructional lessons and other related material developed for the FAA's training program with a specific focus on interactive curriculum (3d models, 3d simulation, and Flash animation) within Computer Based Instruction (CBI).
- Determines appropriate presentation methods; evaluates content. authors various training materials; edits material for style, layout design, grammar, clarity, readability, and conformity to FAA standards; reviews and revises training materials using word processing and/or desktop publishing software; and advises and assists technical specialists in the development of training material.

Instructional Design Specialist | OUHSC - Southwest Center for Public Health Preparedness

DEC 2005 - MAY 2008

- Serves as primary lead for serious development of game and simulation training modules.
- Provides support and consultation to in the selection, design, production, and implementation of instructional design techniques including active learning methods and instructional technology.
- Develops and creation of various training materials and workshops to assist faculty and staff in

learning classroom technology and asynchronous instructional methods.

- Designs and Maintains Departmental Website using Photoshop CS2, Flash 8, Dreamweaver 8, ASP.NET Platform, VB.NET, HTML, CSS, and SQL.
- Investigates various funding for technical innovations in delivery content, such as virtual 3D training modules and serious game simulations.
- Facilitates “Web 2.0” interfaces: departmental blog, Podcasts, streaming video, and Learning Management Systems (LMS).

Chief Information Officer (CIO) | alterNative Media

APRIL 2005 - Present

- alterNative Media** is an all-inclusive traditional and digital art studio in the Oklahoma City metro area. Utilizing high-end computing and software resources, aNm is able to provide custom technical solutions for businesses and individuals as well as smaller artistic projects, such as traditional sketches and portraits.
- Creates interactive 3D simulations and video games for your business or workplace - complete with physics, gravity, particle emitters, collision, and environmental factors (rain, wind, snow, etc.)
- Authors professional Proposals, Statements of Work (SOW), Gantt Charts, and Grant Applications

Multimedia Education Specialist | OUHSC - College of Nursing

JULY 2003 – NOV 2005

- Maintains, troubleshoots, schedules, and provides technical support for all videoconferencing and distant learning technology
- Audio/Video capture & post-production editing, streaming media compression
- Faculty/staff website development/administration
- Multimedia Projects: DVD/CD; graphic design; compressed media
- Manages videoconferencing support team; administers schedule for subordinates
- Develops & conducts “How-To” training workshops on: PowerPoint; Poster Printing; Videoconferencing Technology
- Purchases Technology & Equipment with corporate credit card
Subject Matter Expert: Multimedia/Digital Media, 2D/3D Animation
- Creates Request for Proposals (RFPs) for technology
- Backup LAN Administration

University Departmental Positions | The University of Oklahoma

AUG 1997 – MAY 2003

- Director, Digital Media Labs
- Technical/Computer Phone Support for Student/Faculty/Staff
- Hardware Support in Multi-Unit Labs
- Audio/Visual Equipment Management
- Archiving/Maintaining Department Multimedia Library
- Research Assistant
- Y2K Compliancy Manager
- Clerical Support for Department

EDUCATION

Academy of Art University, San Francisco, CA

School of Animation & Visual Effects

2010 (exp.)

- Masters of Fine Art (MFA), 3D Modeling**

The University of Oklahoma, Norman, OK

2003 **Bachelors of Arts (BA), cum laude, Film and Video Studies**

2003 **Bachelors of Arts (BA), cum laude, Native American Studies**

- 3.5 GPA
- Honor Student Association
- Alpha Lambda Delta
- Gamma Beta Phi
- McNair Scholar
- Gates Millennium Scholar

PUBLICATIONS AND PAPERS

- "I'd Like to Teach the World To Sing in Perfect Harmony: A Discussion of Retention of Cultural

Identity Utilizing Multimedia.” University of Columbia, MO. 2000.

- “Native American Filmmaking: Chris Eyre and Smoke Signals.” *Illusions*, no. 31, Summer 2000-2001. New Zealand.
- “IFS: The Indigenous Film Series.” University of Oklahoma, Norman, OK. 2001.
- “The Haystack’s Needle: Evaluating Graduate Programs in the United States for Native Americans.” University of North Texas, Denton, TX. 2002.
- “The Hasinai E-Project: An Interactive Learning Interface for Caddo (Hasinai) Language.” University of North Texas, Denton, TX. 2003.
- DVD Reviews. *Trauma Magazine*. <http://www.trauma-magazine.com>. Denmark. 2004.
- “Translate! Hasinai Language in the Information Age.” 47th Caddo Conference, Sam Noble Oklahoma Museum of Natural History, The University of Oklahoma, Norman, OK. March 17 – 19, 2005.
- “Searching for D.I.H.: Digital Indigenous Heroes.” *Native Peoples Magazine*, #16273, January / February 2007.
- “The Pros and Cons of Digital Technology for Training and Evaluation.” 2007 Public Health Preparedness Summit, Washington, DC, February 22. 2007.
- Panelist for Native American Portrayals in Comic Books (special program), Eiteljorg Museum, Indianapolis, IN. March 11, 2007.
- “Native Resolution.” *Games for Windows: The Official Magazine* (14): 32. January 2008.
- Book: Native Americans in Comic Books: A Critical Study. McFarland Publications. 2008.
- “2006-2007 ASPH/CDC Vulnerable Populations Collaboration Group Preparedness Resource Kit.” Center for Disease Control and Prevention. 2008.

PAID INTERNSHIPS/APPOINTED POSITIONS

- Paid Internship: Smithsonian Institution, National Museum of American History, American Indian Program, Washington, DC. Assisting in the production of a virtual exhibit on Sequoyah and the written Cherokee language on the Web, under the supervision of Dr. Rayna Green, Director. 1998.
- Paid Internship: Center for Student Life, Minority Retention Program, The University of Oklahoma, Norman, OK. Mentoring system which ensures that incoming Native American freshmen students are retained to higher collegiate standing. 1998.
- Appointed Tax Commissioner (Paid): Caddo Nation of Oklahoma, Binger, OK. Implemented core

policies and tax laws for Caddo Nation and built relationships with national community of tribal tax officials. 1999-2003.

- Appointed Board Member: Caddo Heritage Museum, Binger, OK. Oversees general technological advancement for tribal museum.