

Rèsumè

Education

- 2000-2001 The University of Georgia (UGA.edu).
First Awarded GMS (Gates Millennium Scholarship) (GMSP.org).
- 2001 Gainesville College. Receiving GMS.
- 2002-2005 SCAD (The Savannah College of Art and Design) (SCAD.edu).
With Abroad study in France. Receiving GMS.
- 2005 BFA in Computer Art, Minor Art History. Alumni Status received from GMS.
- 2005 Language School in Germany.
- 2006-2008 GaTech (The Georgia Institute of Technology) (GaTech.edu).
- 2008 Master of Science in Human Computer Interaction from the School of Literature Culture and Communication's New Media Department at GaTech.

Community Service

- 1995 - 2000 Volunteer for Good News at Noon
(Homeless shelter, daycare, and family outreach project).
- 1997 Volunteer work for New Town Florists Society in relation to Cargil, one of the world's largest private corporations.
- 1997- 1999 Volunteer environmental clean-up in and around Lake Lanier and Highways of North Georgia.
- 2000 - 2008 Volunteer Translator for local elementary schools.
- 2006 - 2008 Volunteer Teaching 3D Technology workshops for Digital Media students at GaTech.
- 2007 Cofounder of "Environmental Alliance" at GaTech.
- 2007 Cofounder of "Green Peace" at GaTech.
- 2007 - 2008 Volunteer work constructing shelters and working with the homeless of Atlanta
(www.madhousers.org).
- 2008 Volunteer work for Interactive Physical and Virtual 3D Installation Art.
Works exhibited in the GaTech Library to promote Homelessness Awareness.
- 2008 First Prize Awarded by the Product Development Management Association of Georgia for the product Sun Dial, a cellular interface to facilitate prayer practices.
All funds awarded to Michael Arteaga were donated to a local charity by Dr. Susan Wyche.
- 2008 - 2009 Charitable Works of Art. Art and Design for non-profits and progressive student groups.
- 2009 Artworks donated to public arts awareness project in Madrid.

Experience

- 1996 Digital Imaging Administrator at McGarity's McCopy's.
- 1997 Third in US National Kayak Competition.
- 2000 Spanish Language Enumerator for the US Government's The Census 2000 under Program Director Leo Whalin.
- 2000 - 2001 Internship with the company, NewMag, working with the University of Georgia and Microsoft as Lead 3D Environment Designer and Concept Artist for the X-Box. The platform went live the next year.
- 2004 - 2005 Working for Rajesh Chakravarthy's Virtual Light Experimentation and Rendering Processes in Alias Wavefront's Maya. Position held as Lead Modeler and Lead Texture Artist. The majority of the work was for The Church of San Giorgio Maggiore in Venice, Italy.
- 2005 Concept Artist for TheCase.org.
- 2006 Art and Design for a Bilingual Educational Children's book.
- 2006 HCI / Human Factors and Ergonomics project analyzing and prototyping systems of Cell Phone Banking for use in East African Communities.
- 2006 - 2007 HCI implementation & evaluation of technology that aids the prayer practices of the Atlanta-area Muslim populations (technology donated by Nokia).
- 2006 - 2007 Art Director for MMORPG (Massive Multiplayer Online Role-Playing Game) project studying Emergence in Play with the Emergent Game Group at GaTech and Dr. Celia Pearce.

- 2006 - 2007 Teaching and Working at GaTech under Dr. Michael Nitsche. Teaching Machinima and New Media Art: using Blender, Maya, the Unreal Editor, and Virtools.
- 2006 - 2008 Webmaster for Amnesty International at GaTech.
- 2007 Teaching and Researching with Dr. Krek at NIT (Northern Institute of Technology) in Hamburg. Topics included Public Participation, Video Games and Game Design, Play, and Public Space.
- 2008 Imaging Atlanta: A Public Design Workshop Project led by Dr. Carl DiSalvo which used robotics and photography to map spatial relationships of the city:
<http://pdw.lcc.gatech.edu/transportation>
- 2008 Teaching at GaTech under Dr. Jared Johnson: New Media Art (History of Film, Maya, and Machinima with Second Life).
- 2008 Robot-Generated Art Works published through Gigapan.org on Google Earth.
- 2008 Research Work on Technology and Prayer published at CHI '08 (Computer Human Interaction) in Florence, Italy.
- 2008 Collaborative Installation and Urban Art with Blackili Milhose. Works exhibited and funded by the GaTech Architecture Department.
- 2008 Research on Convergence of Fine Arts and Sciences: New Media Visual Artworks that act as Public Installations and Interactive Visualizations of Spatial Relationships of the Urban / City.
- 2008 First Prize Awarded by the Product Development Management Association of Geogia for the product Sun Dial, a cellular interface to facilitate prayer practices.
- 2008 - 2009 Continued work and research on The Requirements of International Public Design and The Comparative Spatial Analysis of Cities, Barcelona (ES) and Atlanta (USA).
Project Director Blakili Milhouse.
- 2008 - 2009 Character Art for Nathan Piazza's doctorate exploring themes in narative within videogames & artificial intelligence .
- 2008 - 2009 Illustration for various new media news outlets.
- 2008 - 2009 Continued work with Robotic Generative Photography and 3D Virtual Installations as a means of understanding spatial relationships.
- 2009 3D Digital Consultant for Artists Anonymous (artists-anonymous.com) working with Phillips Stereoscopic 3D Display.

Languages: English, German, Spanish

Software: 3DSMax, After Effects, Audacity, AutoPano, Blender, Corel Painter, Encore, Flash, FinalCut, Gigapan & Robot, GoLive, HTML, Illustrator, Image Ready, InDesign, Maya, Photoshop, Premiere, Quicktime HDRI, Renderman, Terragen, Unreal Editor, Virtools, World Craft