

MIKE RUTKOWSKI

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A. Skills

Animation 3D & Stop Motion	Game Pipeline
Hard Surface Modeling	High Poly Modeling
Low Poly Modeling	PBR Texturing
Trim Sheetting	Painted Texturing
Concepting	Prototyping
Photobashing	Film/Digital Photography
3D Printing and Painting	

B. Softwares

Unreal Engine 4/5	Maya
Blender	3DS Max
Zbrush	Handplane
Xnormal	3D Coat
Material Maker	Substance Painter
Photoshop	Procreate
Audition	After Effects
Animate	Dragon Frame
Microsoft Suite	

I. ACADEMIC DEGREES

2022	MFA Arts	Bowling Green State University	Bowling Green, OH
2020	BFA Arts	Bowling Green State University	Bowling Green, OH

II. ACADEMIC POSITIONS

A. Teaching positions

2024	Assistant Teaching Professor	University of Massachusetts Dartmouth	Dartmouth, MA
2023	Adjunct Professor	Bowling Green State University	Bowling Green, OH
2022	Adjunct Professor	Bowling Green State University	Bowling Green, OH
2021	Instructor of Record	Bowling Green State University	Bowling Green, OH

C. Advisory

2024 - 26	BFA Academic Advisor	University of Massachusetts Dartmouth	Dartmouth, MA
	- Supporting students throughout their academic journey		
	- Guidance on course selection, degree requirements, and educational planning		
2024	MFA Thesis Advisor	University of Massachusetts Dartmouth	Dartmouth, MA
	- Support the student's creative and critical development, helping them shape a cohesive and original body of work		
	- Assist students in developing and refining their thesis proposals and research methodologies		
	- Advise students on professional practices, exhibition opportunities, publication, and post-graduation goals		
	- Contribute to formal assessments of the student's thesis and overall graduate performance		
	- Maintain records of student meetings, progress evaluations, and key milestones.		
2022	BFA Thesis Advisor	Bowling Green State University	Bowling Green, OH
	- Prepares the student for her or his chosen career path by discussing goals and plans for achieving them		
	- Communicates expectations regarding work goals, habits, and theory discussion/implementation		
	- Works closely with the student to design a meaningful thesis project		

- Provides consistent and constructive feedback about laboratory skills, writing, and presentations, being honest when performance does not meet expectations

III. NON-ACADEMIC POSITIONS

2020	Technology Technician	Bowling Green State University	Bowling Green, OH
	- Troubleshooting hardware and software issues both Windows and Apple standards - Providing support to users and being the first point of contact for error reporting - Installing and configuring hardware and software components to ensure usability - Commercial style printing		
2020	Graduate Assistant	Bowling Green State University	Bowling Green, OH
	- Digital art department researcher - Digital art course aid/tutor: - ARTC 3110 3D Modeling - ARTC 3120 3D Digital Animation - ARTC 3210 Story & Concept Development		
2017-20	Resident Advisor	Bowling Green State University	Bowling Green, OH
	- Foster a diverse and inclusive environment for students. - Completed student wellness checks to ensure student needs were met - Managed administrative tasks such as incident reports and building operation forms - Assist in the management of crises and report emergencies or serious illnesses		

IV. TEACHING

A. Teaching assignments

1. Academic Year 2025 – 2026			
a.	Fall Semester		
	AXD 347 Visual Design for Video Games	3 Credit Hours	16 Students
	AXD 445 Senior Animation Studio	3 Credit Hours	16 Students
b.	Spring Semester		
	AXD 348 Game Design	3 Credit Hours	16 Students
	AXD 346 3D Animation	3 Credit Hours	16 Students
2. Academic Year 2024 – 2025			
a.	Fall Semester		
	AXD 347 Visual Design for Video Games	3 Credit Hours	16 Students
	AXD 445 Senior Animation Studio	3 Credit Hours	16 Students
b.	Spring Semester		
	AXD 348 Game Design	3 Credit Hours	16 Students
	AXD 346 3D Animation	3 Credit Hours	16 Students
3. Academic year 2022 - 2023			
a.	Fall Semester		
	ARTC 2210 Digital Imaging	3 Credit Hours	20 Students
	ARTC 3000 Contemporary Prac.	3 Credit Hours	20 Students
	ARTC 3211 Concept & Development	3 Credit Hours	20 Students
b.	Spring Semester		
	ARTC 3211 Concept & Development	3 Credit Hours	20 Students
	ARTC 3220 Character Design	3 Credit Hours	20 Students
	ARTC 3220 Character Design	3 Credit Hours	20 Students
4. Academic year 2021 -2022			
a.	Fall Semester		
	ARTC 3110 3D Modeling	3 Credit Hours	20 Students
b.	Spring Semester		
	ARTC 3120 3D Digital Animation	3 Credit Hours	20 Students

V. SERVICE

A. Committee Assignments

- Search and Screen Committee (non tenure track), Member
- Department Curriculum Committee, Member
- Art Foundations Committee, Member
- Animation and Game Arts Committee, Member
- Emerging Young Artists Committee, Member

VI. RESEARCH/CREATIVE WORK

A. Professional development

1. Studio/scholarly research
2021 Video Game Photo Modes as Viable Photography During Covid-19: academic research study
 - Researching and studying how video game photo modes are becoming a new genre of photography
 - Understand video game photo origins and evolution through technology advancements
 - How modern photographers are enticed to and utilize the 3D digital world for photography
2. Courses taken and conferences, workshops and symposia attended
2026 3D Animation Workshop Animation Mentor, Online
2025 2D Game Design Workshop Unreal University, Online
2022 Black Issues Conference Bowling Green State University
2021 Artist Development Workshop Virtual
2020 SIGGRAPH Virtual
2020 Zbrush Workshop Virtual
2020 Storyboarding Workshop Virtual

B. Demonstrated research accomplishments

1. Exhibition participation
2022 MFA Thesis Bowling Green State University Bowling Green, OH
2020 BFA Thesis Bowling Green State University Bowling Green, OH
2. Research Publications
2023 "Video Game Photo Modes: Expressing Self in a Virtual World"
(Expected/On Hold) Online Publication