

Miguel Caraballo

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Storyboard Artist

An excellent artist with a proven history spanning more than a decade of experience. As a Sr. Artist, I excel in modeling, texturing, lighting, animation, storyboarding, concept creation, and art direction. I have created work for agencies, publishers, game studios, movie studios, and corporate clients, focusing on bringing client visions to life. Before embarking on my artistic journey, I proudly served in the United States Marine Corps.

CORE COMPETENCIES

After Effects | Animation | Arnold | Blender | Concept | Design | 3DS Max | Illustrator | Iray | Lighting | Marmoset Maya | Metashape | Modeling | Photoshop | Premiere Pro | Python | Rendering | SpeedTree | Storyboard Pro
Substance 3D Sampler | Substance Painter | Texturing | Unity | ZBrush

EXPERIENCE AND ACHIEVEMENTS

Paramount Pictures, Seattle, WA – Feb 2025–Present

Storyboard Artist

Partnered with the director in the early pre-production of the motion picture “Passenger,” a classic road trip horror film. Played a crucial role in shaping key action scenes by transforming the script into compelling storyboards, providing a strong foundation for the production and VFX teams.

- Designed shot sequences utilizing blocking, composition, and camera angles.
- Created detailed storyboards illustrating character movements, VFX elements, and backgrounds.
- Ensured storyboards aligned seamlessly with the director’s creative vision.

Microsoft, Seattle, WA – May 2024–Feb 2025

Sr. 3D Environment Artist

As part of the Immersive Experience team, I collaborate with Sr. art directors, technical artists, engineers, and designers. Our team partners with Meta to create elegant environments designed specifically for Meta Quest 3 and 3S, functioning as a mixed-reality extension for Windows 11 and Windows 365 Cloud. I create environments ranging from sci-fi to desert oases as part of Microsoft’s new mixed-reality remote work experience.

- Led research and design phases for unique environment concepts, creating over a thousand illustrations.
- Greyboxed environments to match concept art, test layout, and scale.
- Modeled and textured all aspects of the interior and exterior, from hard surfaces to soft organic forms.
- Created custom shaders to meet platform needs and support shader-based animation.
- Optimized assets by reducing poly counts, creating LODs, and compressing textures.

7 Northeast Productions, Seattle, WA – Mar 2024–May 2024

Sr. Storyboard Artist

Partnered with writers and producers on the motion picture “A Matter of Strife,” an autobiographical film about a Vietnam veteran. My role was crucial in the pre-production stage, transforming the script into compelling visual narratives that laid a foundation for the production team.

- Designed shot sequences with cinematic storytelling techniques, blocking, composition, and pacing.
- Created detailed storyboards featuring character movements, expressions, and backgrounds.
- Ensured storyboards aligned with project timelines, budget constraints, and creative vision.
- Pitched storyboards to stakeholders.

Amazon, Los Angeles, CA – Aug 2023–Mar 2024

Sr. 2D Artist

Developed illustrations for animatics and motion graphics in training videos. Collaborated with Sr. directors, designers, and editors to create engaging visuals that communicated Amazon's mission to maintain a safe and inclusive work environment.

- Created vector-based illustrations and motion graphics adhering to Amazon's style guide.
- Led the conceptual design process to develop characters and environments with a clean, charming shape language.
- Developed user stories illustrating safety procedures in real-world scenarios.

RRAI, Clarksburg, MD – Aug 2022–Aug 2023**Sr. 3D Concept Artist**

Collaborated with Sr. directors, lead artists, and engineers to create compelling visual narratives for clients, including the Department of Defense. My role included designing 2D and 3D visuals to illustrate autonomous capabilities in both abstract and real-world scenarios.

- Translated abstract concepts into storyboards, illustrations, and motion graphics.
- Conceptualized military and civilian narratives into immersive 3D visualizations.
- Modeled, lit, and rendered vehicles, characters, and environments.
- Integrated 2D and 3D elements into conceptual scenes.
- Modernized the graphic design language to create a contemporary visual canon.

Apple, Cupertino, CA – Aug 2021–Aug 2022**Sr. 3D Generalist**

Worked on the 3D asset creation team with a focus on hard-surface modeling, texture creation, and UV unwrapping. Produced production-ready models for AR Quick Look, high-resolution marketing media, and product animations.

- Created detailed hard-surface models and photo-realistic textures.
- Collaborated with partners, 3D artists, and art directors to maintain a coherent visual style.
- Optimized topology and textures for AR Quick Look functionality.
- Produced product animations for internal and external clients.

Amazon, Seattle, WA – Jan 2020– Aug 2021**Sr. 3D Generalist**

Contributed to a team of 3D generalists, technical artists, and engineers to refine the 3D content creation process. Optimized 3D model topology and UV texture coordinates for use across gaming, VFX, and e-commerce platforms.

- Modeled, textured, lit, and rendered photo-realistic assets and environments.
- Focused on high-resolution procedural and painted textures.
- Created product animations for internal and external clients.

Microsoft, Seattle, WA – Oct 2018–Jan 2020**Sr. 3D Generalist**

Collaborated with designers, senior 3D artists, and technical artists to push the boundaries of VFX, gaming, AR, and VR. Meeting the needs of internal and external clients from VFX studios to the Department of Defense.

- Modeled, textured, lit, and rendered assets and environments.
- Produced photo-real textures.
- Optimized 3D content from dense point clouds.
- Conducted character animation for VFX and machine learning projects.

Amazon, Seattle, WA – Apr 2017–Oct 2018

Sr. 3D Generalist

Collaborated with a multidisciplinary team to develop a scalable pipeline for expedited 3D asset creation. Produced photo-realistic 3D content for gaming, VFX, and E-Commerce. Meeting the needs of both internal and external Amazon clients.

- Recruited to create 3D assets for private internal Amazon clients.
- Modeled, textured, lit, and rendered assets for the production pipeline.
- Organized internal groups to evaluate software and third-party plugins.
- Created training materials for new and senior artists.
- Conducted audits of 3D assets to ensure efficient topology and UV layout.

Pixel Corps, San Rafael, CA – Jul 2015–Nov 2018**Storyboard Artist**

Designed numerous campaigns to address the visual narrative challenges for commercials, TV shows, and 360-degree shoots. Utilized industry-standard 3D and 2D DCC tools to solve camera angles, character staging, and set design problems. Aiding directors in conveying a comprehensive vision to clients and teams, thus increasing production value by reducing production time.

- Created shooting boards and set designs for YouTube Creators interviews with notable figures like President Barack Obama and Jean-Claude Juncker, President of the European Commission.
- Developed storyboards and sets for Nissan commercials featuring their pickup truck Titan.
- Storyboarded commercials as part of a tourism campaign for the city San Francisco.

Massive Advertising, Pittsburgh, PA – Apr 2015–May 2016**3D Artist**

Developed a three-stage multimedia campaign designed to engage a young audience. Utilized illustration, 3D animation, and augmented reality to capture, entertain, and maintain interest in our client's service.

- Designed concepts and finalized illustrations implemented as primary advertising materials.
- Modeled, textured, lit, and animated multiple 3D characters to accompany the illustrations.
- Integrated 3D animation into augmented reality, using illustrations as target images.

Relevant Experience**Angel Wings Publishers, Las Vegas, NV****2D Artist**

Collaborated with the author and art director to create children's illustrations and trademark materials for the publisher's flagship title, "Stinky Thoughts".

- Conducted market research to align the brand and the book with the target audience.
- Conceptualized the author's script into character designs, page layouts, and color palettes.
- Refined concepts to produce a brand and book that effectively communicated to the core audience.

Will Lill Comics, Portland, OR**2D Artist**

Lead colorist on the comic book titles, "Grafix Chronicles" and "Warriors of Panlan".

- Set the tone for the titles by creating their signature color schemes which enhanced the visual narrative.
- Enhanced the final work with digital painting and editing techniques while adhering to an aggressive production schedule.

Blue Water Productions–Storm Comics, Vancouver, Canada**2D Artist**

Lead colorist and inker on both "Dr. Who" and "Curse of the Mummy" comic book titles.

- Collaborated closely with pencilers and letterers to bring the author's vision to fruition.
- Created black and white art and painted the final imagery for publication.

Crystal Sky Pictures, Los Angeles, CA

Storyboard Artist

Lead story artist on the movie production, "Nun's Deadly Confession". A thrilling horror movie about a psychiatrist who struggles with his inner demons.

- Collaborated closely with the director to establish the visual tone of the film.
- Interpreted the script and shot list into the visual sequences for production.

United States Marine Corps, Camp Lejeune, NC

Corporal

Supervised and trained United States Marine Corps units by organizing and executing controlled training operations and expeditions across diverse environments, including Pennsylvania, North Carolina, California, Kuwait, Iraq, Japan, and Norway. Responsibilities included planning mission objectives, coordinating logistics, ensuring operational readiness, and adapting strategies to meet varied geographic and tactical challenges.

EDUCATION

Bachelor of Science, Media Arts and Animation

The Art Institute of Pittsburgh, Pittsburgh, PA