

Michael Lockett

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Profile

CG Artist with 19 years of experience wearing multiple hats in 3D animation, motion graphics and visual effects. Specialized skills in hard surface/inorganic modeling, texturing/surfacing, and environment creation. Managing teams of up to 25 artists, I strive to lead by example, fostering a culture of innovation and continuous improvement. When I'm not immersed in pixels and polygons, you might find me cracking a joke or two, always eager to lighten the mood and build strong, cohesive team.

Professional Experience

FOUNDER | MIKE LOCKETT ANIMATION | 2017/01 – PRESENT

- Founded my own entity for running direct-to-client projects.
- Built relationships with corporate clients, agencies and studios offering specialized post-production services.
- Collaboration with freelance artists to handle larger projects.

LEAD ENVIRONMENT ARTIST | JELLYFISH PICTURES (UK) | 2023/03 – 2024/06

- Lead Environment Artist on “The Wolf King” an animated series for Netflix where I managed a team of 16 assets artists, ensuring the timeous delivery of all vehicles, props and environments.
- Created pipeline and process documentation for the studio.
- Senior Environment Artist on the feature “Dog Man” for DreamWorks where I helped develop the unique, stylized look of the show that secured the project.
- Lead Environment Artist for The Wolf King (2025), Environment modeler for Dog Man (2024)

LEAD ENVIRONMENT ARTIST WILD CHILD ANIMATION (UK) | 2020/06 – 2023/02

- Lead the environment and props modelling and surfacing team across multiple long form projects.
- Trained new hires to the assets department.
- Created pipeline and process documentation for the studio.
- Collaborated with CG supervisor to incorporate Unreal Engine into CG pipeline.
- Lead Environment Artist for Toad and Friends (2023-2024)

HOD ASSETS | FLYING CIRCUS (SA) | 2014/09 – 2016/09

- Managed a team of up to 25 artists, ensuring the delivery of all prop and environment models and textures for various long form projects.
- Created induction videos and training material for new assets artists joining the team.
- Collaborated with various heads of department to overcome complex pipeline and schedule challenges.
- HOD Assets for Silly Seasons (2015-2016), Disarming (2016), Inside Job (2015)

HOD POST PRODUCTION | DSPM (SA) | 2012/01 – 2014/08

- Responsible for overseeing the creative and technical direction of the production and post-production team.
- Managed a team of internal staff and freelancers overseeing the creation and delivery of collateral across multiple mediums.
- Collaborated with Production to quote and schedule projects.

CG GENERALIST | MASTERS AND SAVANT WORLDWIDE (SA) | 2009/11 – 2011/12

- 3D generalist creating visual effects, character animation, motion graphics and set extensions for film and television.
- VFX artist on Inside Story (2011)

CG GENERALIST | MINISTRY OF ILLUSION (SA) | 2005/06 – 2008/06

- 3D generalist creating visual effects, character animation, motion graphics and set extensions for film and television.
- VFX artist on Number 10 (2006)

Education

BACHELOR OF INFORMATION TECHNOLOGY | 2001/01 – 2002/12 | BOND UNIVERSITY
ANIMATION DIPLOMA | 2003/01 – 2004/12 | BOSTON MEDIA HOUSE

Software

- | | | |
|----------------------|-----------------------|-----------------|
| • Autodesk Maya | • SpeedTree | • Unreal Engine |
| • ZBrush | • Adobe After Effects | • Arnold |
| • Substance Designer | • Adobe Photoshop | • Redshift |
| • Substance Painter | • Adobe Illustrator | • Shot Grid |

Key Skills

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|----------------|--------------------|------------------|
| • 3d Modelling | • Look Development | • Lighting |
| • Texturing | • Compositing | • Visual Effects |
| • Surfacing | • Motion Graphics | |

Showreels

[Generalist Reel](#)

[Environments Reel](#)

[Assets Reel](#)

[2D Showreel](#)

References

- Sarah Von Fersen Jellyfish Pictures sarah.vonfersen@jellyfishpictures.co.uk
- Ron Henry Wild Child Animation ron@wildchildanimation.com

GENERALIST REEL SHOT CONTRIBUTION

00:06	Toad and Friends	Modelling, texturing, surfacing of environments, props and foliage. UE4
00:10	World Sport Betting TVC	VFX supervision, keying, roto, tracking, modelling and texturing of part of set and props
00:13	Kia Seltos AR TVC	All aspects
00:15	BMW X4 Launch TVC	All aspects except comp
00:19	Dunhill Social Ad	All aspects except comp
00:21	Toad and Friends	Modelling, texturing, surfacing of environments, props and foliage. UE4
00:25	SARS TVC	All aspects
00:30	Openview TVC	All aspects except comp
00:34	BMW X4 TVC	All aspects except comp
00:37	Infiniti AV	3d all aspects
00:44	World Sport Betting TVC	VFX supervision, keying, roto, tracking, modelling and texturing of part of set and props
00:46	Kia Seltos AR TVC	All aspects
00:49	Sapphires Pitch	Environment modelling and texturing
00:53	Disarming Short	Environment and robot character modelling and texturing
00:55	Toad and Friends	Modelling, texturing, surfacing of environments, props and foliage
01:00	Inside Job	Environment modelling and texturing
01:03	Openview TVC	All aspects except comp
01:08	Dunhill Social Ad	All aspects except comp
01:12	World Sport Betting TVC	VFX supervision, keying, roto, tracking, modelling and texturing of part of set and props
01:15	World Sport Betting TVC	All aspects of post-production
01:18	Inside Job	Environment, robot and spaceships modelling and texturing
01:23	Toad and Friends	Modelling, texturing, surfacing of environment and props. UE4

ENVIRONMENTS REEL SHOT CONTRIBUTION

00:06	Toad and Friends	Environment modelling, texturing, surfacing and assembly. UE4
00:37	Nariko's Voyage	Environment modelling, texturing and assembly
01:00	Sapphires Pitch	Environment modelling, texturing and assembly
01:06	Smart Devices Pitch	Environment modelling, texturing, assembly, lighting (Megascans grass)
01:06	Scooby Doo	Environment modelling, texturing and assembly. UE5
01:41	Dog Man	Environment modelling, UV and assembly

ASSETS REEL SHOT CONTRIBUTION

00:06	Toad and Friends	Toad Car - Modelling, texturing, surfacing. UE4
00:28	Inside Job	Mothership - Modelling, texturing, surfacing
00:34	Inside Job	Droid Pod - Modelling, texturing, surfacing
00:39	Inside Job	Finger of Doom - Modelling, texturing, surfacing
00:45	Inside Job	Droid - Modelling, texturing, surfacing
01:01	Personal Project	Shelby Daytona - all aspects
01:10	Classic Overland	Black Mamba 6x6 - all aspects
01:19	Personal Project	AC cobra - all aspects
01:28	Personal Project	Mystery Machine - all aspects
01:38	Disarming	Bit and byte - modelling, texturing, surfacing