

Michael Assous

HYBRID CHARACTER ARTIST
LOOK DEVELOPMENT & GROOM
DIGITAL HUMANS & CREATURES



LOCATION

US & EU dual citizen

- Open to self-relocation
- San Diego, CA (current)
- Paris, FR (hometown)



CONTACT

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SOCIAL

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WEBSITE

LikeTheMilkyWay.com

PROFILE

Hybrid **Character–Groom Artist** specializing in **hyper-realistic digital humans and creatures** for film and episodic VFX. Strong focus on **organic sculpting, look development, texturing, and production grooming**, with experience owning assets from concept through final render. Gnomon-trained with award-winning work, comfortable working within studio pipelines and collaborating across departments.

PROFESSIONAL EXPERIENCE

• Organic Modeler & Texture/Groom Artist

Zoic Studios | 2022–2026

Supervision: Pascual Rubio

- Created **production-ready quadruped assets** (bucks, does, dogs) for multiple series such as *Friends & Neighbors*, *House of the Dragon*, contributing to sculpting, texturing, look development, and final asset polish.

- Worked on **digital doubles for upcoming shows such as *The Miniature Wife***, leveraging **scan-based workflows** for accuracy and realism.

- **Groomed hair** and fur using **Houdini**, integrating grooms into established studio pipelines.

-Collaborated closely with supervisors and peers to meet show-specific realism standards and delivery deadlines.

• 3D Artist/Groom Artist

PreyMaker Studios | 2024

Supervision: Rune Holst Månsson

-Built and refined **organic character assets** for VFX production, contributing across modeling, texturing, groom utilizing **Houdini's Feather Tool** and look development.

• 3D Artist/Organic Modeler

Subset Studios | 2024

Supervision: Caleb Ollivant

-Worked on **character and organic assets** for VFX projects including Palo Alto Networks "This is precision AI" featuring Keanu Reeves. I was also supporting asset development and refinement.

-Adapted quickly to studio pipelines and visual direction across multiple deliverables.

• Matchmove/Body Double Artist

JAMM Studios | Late 2025

Supervision: Zak and Ben Martin

-Contributed to **high-end commercial productions** for brands including Gatorade, Orbit, and Amazon.

-Created and refined **matchmove body doubles**, ensuring accurate alignment with live-action plates and camera data.

• 3D Artist/Look Dev

Squareview Agency | 2025

Supervision: Ethan Coco

-Worked on a **large-scale animation** showcase displayed every 5 minutes across **three massive LED screens in Times Square, NYC**.

EDUCATION

• Digital Production Certificate in Modeling and Texturing, 2022

Gnomon, Los Angeles, CA

• University of Paris X

License in Political Science, 2005

Paris, France

CORE SKILLS

• Character & Creature Art

- Digital humans, creatures, and quadrupeds
- High-resolution sculpting, anatomy, and realism
- FACS-based facial sculpting & blendshape foundations.

• Grooming

- Hair, fur, and feather grooming with **XGen, Yeti, GroomBear**.
- **Houdini grooming** workflows for production assets
- Guide-based systems, modifiers, density, breakup, and realism control.

• Texturing & Look Development

- Photorealistic **PBR texturing** for skin and organic materials.
- Procedural and hand-painted workflows
- Integrated look development for characters, hair/fur, and clothing.

• Lighting & Rendering

- Shot-aware lighting for character presentation
- Procedural and hand-painted workflows
- Offline rendering with a strong eye for mood and realism.

SOFTWARE

• Sculpt/DCC

- ZBrush, Autodesk Maya, Mudbox, Marvelous Designer

• Texturing & LookDev

- Mari, Substance Painter, Adobe Photoshop, Nuke

• Grooming

- XGen, Yeti, GroomBear, Houdini (Feathers & Grooming)

• Rendering/Real-Time/Comp

- V-Ray, Karma, Solaris, Marmoset Toolbag, Material X, Unreal Engine, Nuke

• AI/ Generative Workflows

- ComfyUI, FLUX/Stable Diffusion, Substance 3D sampler

AWARDS/ RECOGNITION

• The Rookies Winner

DNEG, Spring 2022

• Grand Prize Winner, character realism

Gnomon, Spring 2022

• Best of Terms, character realism

Gnomon, Winter 2021

• Best of Terms, Lighting and rendering- Abstract

Gnomon, Winter 2021

LIKE MILKY



