

Mike Marsicano

Composer, Audio Video Editor, Sound Design, and Engineering
3D pre-visualization, 3D animation, video games, Flash animation

Michael's work experience began at Looking Glass Technologies. He found himself in a roomful of MIT grads whose favorite game was "who's the smartest person in the room." Many artists might have felt intimidated, but luckily, his dad worked for IBM so computer jargon didn't scare him. He started asking questions, and it helped him get work on System Shock and Flight Unlimited.

He also worked for 3DO in California, developing games for Playstation, Game Boy and Nintendo.
Demo Reels

Environments (Click picture to view reel.)

Characters (Click picture to view reel.)

Insight

Out of enthusiasm, I began asking the other artists about their work and giving (unsolicited) advice on solving their problems. One day, they got together and moved my desk away from the rest of the group. The lesson learned - be smart and enthusiastic, but remember to listen too.