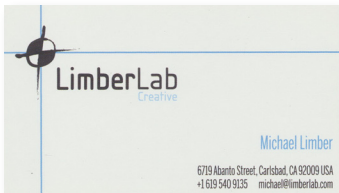


# Michael Limber

+1 (619) 540-9135  
info@limberlab.com

Entrepreneurial Creative Executive and Designer with over 25 years experience in a variety of creative design fields—entertainment, computer graphics, video games, toys, user interface, software development, branding, web and print.

Experience ranges from “30,000 foot” executive level strategic planning and creative management though tactical “in the trenches” hands-on creative direction, design and specific project development—always emphasizing the integration of those two critical points of view.



www.limberlab.com

## LimberLab

**Creative Director, Owner**

Carlsbad, California

Jan. 2006 - present

Creative services and consultation.

Projects include: corporate and start-up creative consultation, entertainment design, game and toy play specs and flows, graphical user interface (GUI) design, booth, branding, brochure, and web design.



www.warrenfahy.com

## Warren Fahy and Company

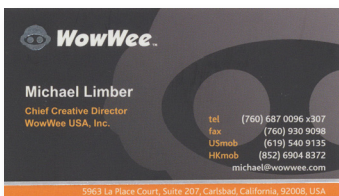
**Creative Director, Partner**

Carlsbad, California

Jan. 2002 - present

Business and creative partner to author Warren Fahy related to his published new novel FRAGMENT.

Direct the development of visual assets related to the property, provide creative direction, create web presence, and oversee partnership business affairs--from inception, through development, submission, publication and rights licensing.



www.wowwee.com

## WowWee, USA, Inc.

**Chief Creative Director**

La Jolla, California

Sept. 2006 - Dec. 2008

US Creative Director for global toy company WowWee. Executive strategic product development and overall creative direction for product line.

Contributing designer of robotic toy items, including creative concepts, interactive play specs, logic flow diagrams, event tables, interface design, packaging and marketing.

Spearheaded development of themed online world, integrating company's product line and providing web space monetizing opportunities.

Proposed, budgeted, set up, staffed, and directed company's new US development headquarters in Carlsbad, CA. Traveled six times a year to Honk Kong, representing US design team.



www.bunkspeed.com

## Bunkspeed, Inc.

**Chief Creative Officer, Partner**

La Jolla, California

Jan. 2003 - present

Founding partner in software company focused on advanced visualization and rapid photorealistic rendering of CAD and 3D data—especially for automotive, product design, and engineering industries.

Designer of simple and intuitive user interfaces for company's flagship products-HyperDrive and HyperShot—software tools known for their ease-of-use workflows and short learning-curves, putting high-end rendering within reach of anyone.

Clients include Ford, Nissan, Honda, BMW, Gulfstream, and Pininfarina.



**Angel Studios, Inc.**  
**Chief Creative Officer, Partner**

Carlsbad, California  
Jan. 1998 - Nov. 2002

One of 6 partners, performed in many roles during 14 years at Angel Studios, including: Modeler, Animator, Lead Artist, Technical Director, Animation Director, Interface Designer, Art Director, Creative Director, and Chief Creative Officer.

Directed Art Department of 65 artists and animators. Helped build the company, from initial staff of 6 to over 180—becoming the largest independent video game developer in the US in 2002.

Angel Studios was purchased by Take2 Interactive (parent company of Rockstar Games) in November 2002, now known as Rockstar San Diego.

Projects included 3D CG film special effects, TV commercials, scientific visualizations, 70mm stereoscopic films, Location Based Entertainment attractions, music videos, and over a decade of pioneering high-end 3D video game development, including several launch titles.

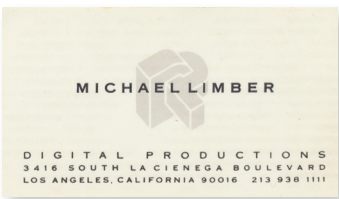
Clients include: Disney Imagineering, Nintendo Ltd, Rockstar Games, Peter Gabriel, Silicon Graphics, SEGA, Intel, Microsoft, NASA, and the US Navy, among many others.



**Digital Productions, Inc.**  
**Technical Director**

Carlsbad, California  
June 1985 - July 1987

Technical Director for 3D computer graphics pioneer Digital Productions using a CRAY X-MP super-computer and proprietary DP3D software to produce TV commercials, broadcast graphics, music videos, film effects, architectural and scientific visualizations.



**EDUCATION**

**Pratt Institute**

Brooklyn, New York

Master's Degree (MID)  
Industrial Design

1982 - 1984

**UC Berkeley**

Berkeley, California

Bachelor's Degree (BA)  
Architecture

1982 - 1984

**SKILLS**

OS: Windows, Apple, Unix  
2D: All office productivity tools, all Adobe, Final Cut Pro  
3D: Maya, Bunkspeed HyperShot and HyperDrive, SketchUp, ZBrush

**OTHER INTERESTS**

Drawing and painting from life, photography, tennis, travel, my wife and son