

MICHAEL PETER OBERLIN PEARCE

Cert. Computer Animation, B. Tech Arch Science, M. Arch
Licensed Real Estate Broker

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EXPERIENCE

Current Endeavors

- SF and MF Development Projects, Seattle.
- Development of Modular Prefab approach for the Masses.
- Viewzz 3d visualization sales, promoting NGO charity 'Reach' - Vietnam
- Off-Grid Architectural Experimentation, Arizona



April 2020 – Present
REMOTE Employment

Stillwater Dwellings – Remote Architectural Consultancy

- Design, Permitting and Architectural Consultancy (Full-time employment to remote consultancy)

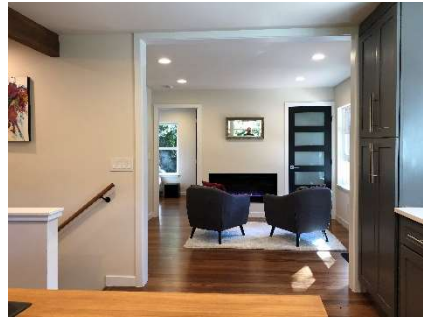


April 2009 – Present

RE-VOLVE LLC President - Real Estate Investments and Consulting – Seattle, WA

- In-house Investment Acquisition, Architecture, Renovation, Staging, Funding and Realty
- 12+ Seattle Area SF Residential Flip Renovations, Land, Entitlements, Development + MF Projects.
 - 12+ Foreclosure acquisitions, Rental Rehab and Flip projects mainly in Indiana
 - Realty offices: Keller Williams Bellevue, Seattle. Better-Properties-Metro. Pellego
 - See More Portfolio www.revolvevc.com





MPOP LLC Principal - Design and Consulting – Seattle, WA
 • Various Residential Client Design Projects

March 2008 – April 2009

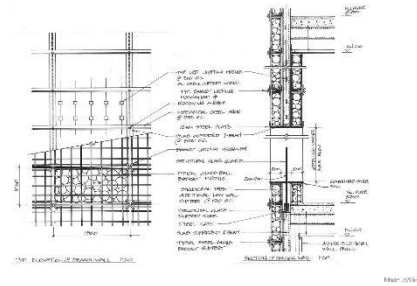
Bumgardner Architecture, Interiors, Planning – Seattle, WA
 • Project Architect – 'Premiere on Pine' 40+ Story Apartment Tower
 Schematic and DD design, 3DS Max Renderings, Revit 2009, MEP, Structural and Consultant Coordination,
 2d Presentation, Hand drafting, Management, MUP submittal

April 2005 – Jan 2008



NBBJ Architects – Seattle, WA

- Detailing, CDs and CA for Harborview Medical Center
- Building Architect – MEP Coordination – Four Seasons Condos
- Design, detailing and 3d design – Beijing 5 Star Intercontinental Hotel
- Detailing for various Hospitals and Medical Centers – Microstation
- CDs' and 2d Graphics – Moscow office and residential towers
- Detailing, CDs Southwest Medical Center
- Sustainable design: Start Something & Cascade Compost



Nov 2004 – April 2005

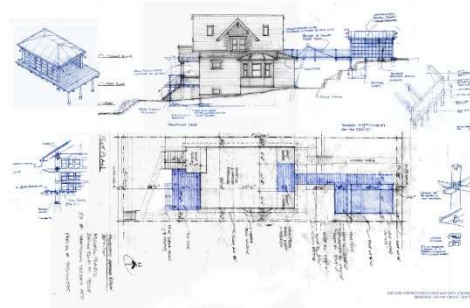
Starbucks Coffee Company – Seattle, WA

- Job Captain – Renovations North East - Microstation

Dec 2003 – Aug 2004

210 NW 52nd Street – Seattle, WA

- Residence - 1905 Craftsman hands-on renovation



May 2003 – Sept 2003

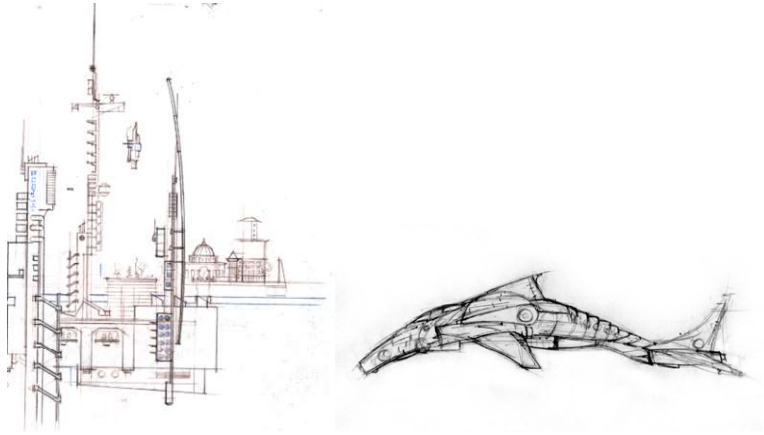
Microsoft - Redmond, WA

- TrainSim2 PC Game– Contract Character Animator &3D Artist
- Setup of Character Animation Pipeline
- Motion Capture
- Character Design and Building
- 3d models and textures

Dec 2000 – May 2003

Microsoft - Digital Anvil – Austin, TX

- Freelancer PC Game – 3D Artist
- Set Lighting
- LOD Modeling and texturing of ships using primarily 3DS Max
- Concept work for Cityscapes
- Responsible for maintaining the artist test machine
- Lighting for in game sets
- Freelancer – Animator
- Manipulation of new and old motion-capture data. Key-framing, filtering and blending using Filmbox 2.7 to Motionbuilder and 3DS Max
- Managed implementation of facial syncing with RTC team
- Lip syncing and Cinematic Polish

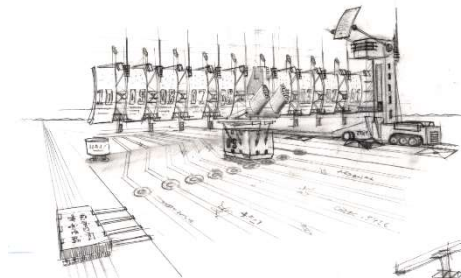


Nov 1998 – Dec 2000

Mattel Interactive– Novato, CA

(Broderbund, SSI, Mindscape, TLC, Red Orb Entertainment)

- Prince of Persia 3D PC Game– Level Designer: Built environments for Palace 1, 2 and Cistern levels. My tasks included Designing, Modeling, Animation, Vertex Lighting, Texturing, scripting of states. Software: Lightwave 5.6, 3DS Max, 2.5/3.1, Motivate Animation software
- Full Tilt Concept Game– Cinematics: Modeling and Animation using Lightwave 6.0b and Max 3.1
- Concept work for Environments and Modeling, lighting, texturing and animation
- Figure modeling, skeletal setup, and Animation using Lightwave 6.0b
- Panzer General 3d PC Game – Modeling for Cinematics using Lightwave 6.0



Oct 1996 – Sept 1997

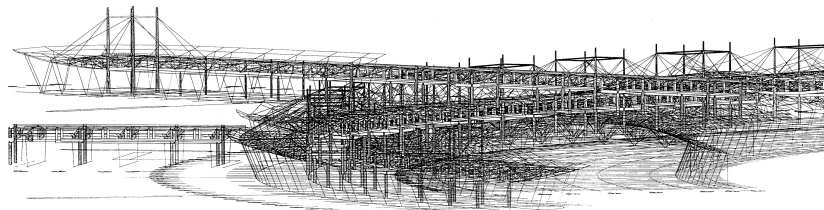
Zeidler Roberts Partnership – Toronto, Canada

- Hired for German experience, worked primarily on design and permit drawings for a large residential community in Teltow, Germany
- Design, presentation, permit, construction drawings (Autocad 13), and models for projects including Rogers Cantel, Canada Place Conference Centre competition, Exton Mall, and Hong Kong Hospital
- Competitions for Ashelon City Centre (1st place) – Israel and Polish Concert Hall – Wraclaw (1st place)

Apr 1996 – July 1996

Hugh Dutton Associes – Paris, France

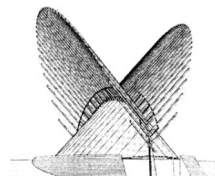
- Responsible for structural framing drawings (Autocad 12), drainage report, roof, envelope and skylight designs for New Seoul International Airport.



Jan - Feb 1996

Santiago Calatrava – Paris, France

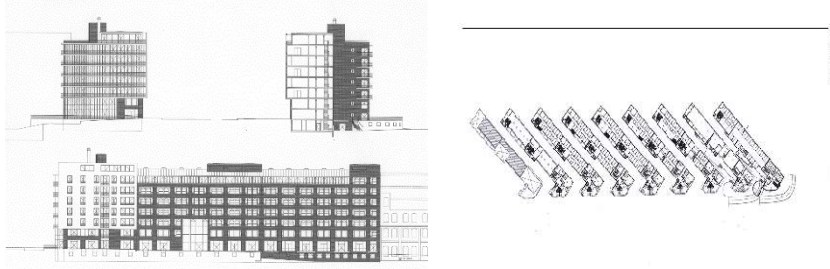
- Design drawings (Autocad 12) for Restaurant – Roosevelt Island, NYC.



Aug 1994 – Jan 1995

Thomas Baumann, Architect – Berlin, Germany

- Detailed permit drawings (Autocad 12) for mixed-use building – Franklinstrasse, Berlin



Aug 1992 – Aug 1993

HPP Hentrich – Petschnigg & Partner KG – Berlin, Germany

- Design and detailed permit drawings for the renovation of 19th century barracks and a new four storey office building for 'Deutsch Telekom' in Potsdam.

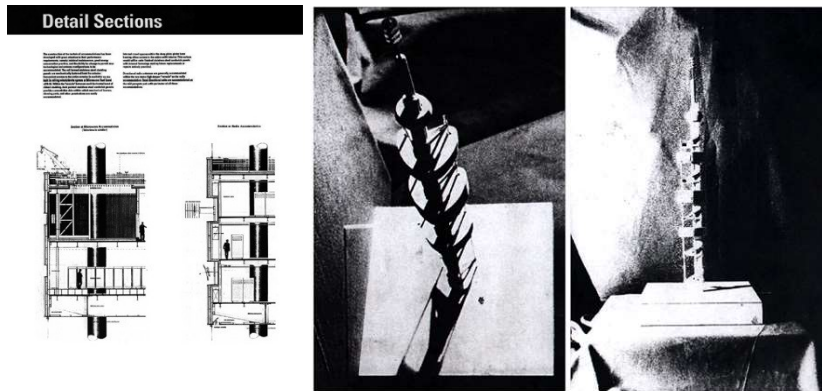
HPP International & Skidmore, Owings and Merrill – Berlin, Germany

- Design models for Frankfurter Allee highrise, S&U-Bahn link and 'City Point' shopping

Nov 1991 – Mar 1992

Baldwin and Franklin, Architects – Toronto, Canada

- Study models, design and presentation for Fort Canning Communications Tower Competition – Singapore



May 1991 – Sept 1991

Murray & Murray, Architects and Planners – Ottawa, Canada

- Design and construction drawings for 'Royal College of Physicians and Surgeons of Canada'
- Design (Autocad) for the Senate, Parliament Buildings of Canada

Jan 1990 – Aug 1990

The Architects Circle – Toronto, Canada [partially while studying]

- Presentation model for Northumberland Civic Centre
- Design and study models for Dundas Court
- 'Housing on Toronto's Main Streets' competition, design and presentation

Jan 1989 – Oct 1989

George Verghese Design – Toronto, Canada [partially while studying]

- Design and construction drawings for 'Colours of Canada' interior project
- Exhibition design for Gamex Ltd. – Toronto

May 1988 – Sept 1988

Murray & Murray, Architects and Planners – Ottawa, Canada

- Presentation drawings for Kitchener City Hall Competition
- Presentation and construction drawings for Greenboro – Hunt Club Public School

EDUCATION

Sept 1997 – Aug 1998

Sheridan College – Oakville, Canada

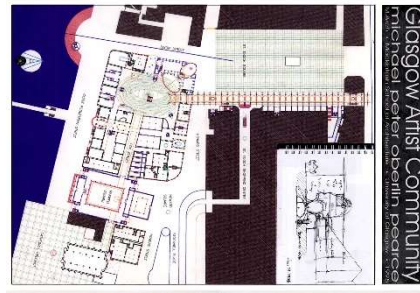
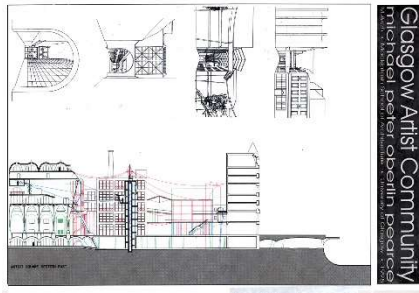
- Computer Animation
- Soffimage, Eddie, Photoshop

Sept 1993 – June 1995

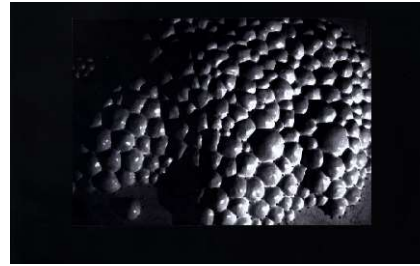
Mackintosh School of Architecture – Glasgow, Scotland

- Master of Architecture in Urban Building
- Urban design studies with Autocad and 3d Studio exposure

Sept 1987 – Nov 1991



Ryerson Polytechnical University – Toronto, Canada
Bachelor of Technology in Architectural Science
• Award for the 'Highest Grade in Architectural Science'



Denmark International Study Program – Copenhagen, Denmark
'Architecture and Design Studies'
• Royal Academy and University of Copenhagen

Sept 1986 – May 1987

Algonquin College – Ottawa, Canada
First year Architectural Technology

Languages: English (Fluent) German, French, Spanish (Converstational)

Computer experience worth mentioning:

Platforms: PC, SGI, Mac
Modeling: Lightwave, Soffimage, 3DS Max, Maya
Lighting and Texturing: Soffimage, 3DS Max, VIZ, Lightwave, Maya
Animation: Soffimage, Motivate, 3DS Max; Lightwave; Eddie, Maya
Motion Capture: Filmbox to Motionbuilder
FX: Alchemy, 3DS Max
CAD: Autocad, Microstation, REVIT
Graphics: Photoshop, Illustrator, InDesign
Post Production: Premiere, Perception System, Filmora X

Hobbies: All of the above 😊; designing, drawing, building furniture, inventing, travel