

MICHAEL SIARKOWSKI

AI CREATIVE TECHNOLOGIST — AI VIDEO · CG/VFX · AI TOOLING

TENNESSEE, USA · US CITIZEN · OPEN TO RELOCATION

AI-first creative technologist with 7 years in media production, spanning the full CG/VFX pipeline (UE5, Houdini, Nuke) and 2+ years shipping AI-generated productions. Led a studio-wide transformation from traditional VFX to an AI-video pipeline. Designed and built mico, an end-to-end AI production desktop app, cutting pre-production time by 50%+. Four promotions in five years, from editor to department lead.

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EXPERIENCE

LITTLE LIGHT STUDIOS

Media production studio, Tennessee — documentaries, commercials, and YouTube content (100K+ subscriber channel).

LEAD, VFX & AI	2025 — Present
SENIOR VFX ARTIST	2023 — 2025
VFX ARTIST	2022 — 2023
VIDEO EDITOR	2021 — 2022

AI TRANSFORMATION (2023 — PRESENT)

- Drove the studio's pivot from traditional CG/VFX to AI-video production; own all AI strategy, tooling, and pipeline decisions across the company.
- Delivered two documentaries built on substantial AI-generated footage: one reached 100K+ views within its first week on YouTube; a second feature-length documentary is complete and in distribution talks.
- Replaced crew/location/wardrobe shoots with AI generation: shots that previously required a full production crew are now produced solo, in ~1 week.
- Designed and built mico, a desktop AI production app (Tauri + React, Claude/LLM + image-gen + video-gen APIs) integrating the entire pre-production pipeline into one tool; cut pre-production time by 50%+; adopted as the studio's core AI workflow.
- Production-integrated AI stack since 2022: Stable Diffusion, GPT-SoVITS voice cloning, local LLMs via Ollama, frontier models (Claude, GPT), and video-generation models (Seedance et al.).

CG / VFX (2022 — PRESENT)

- Built and owned the studio's entire CG/VFX pipeline end-to-end as sole artist: modeling, look-dev, environments, rigging, animation, mocap, FX, rendering, compositing — UE5, Houdini, Nuke, Blender, ZBrush, Marvelous Designer.
- Promoted to department lead in 2025; hired and mentor a second VFX artist while directing all VFX- and AI-related work studio-wide.

- Shipped 80+ videos and 5 major productions across documentaries, commercials, and client media projects.

STUDIO ENGINEERING

- Designed and built the studio’s livestream and broadcast stages end-to-end: cameras, lighting, audio, GPU/encoding workstations, and streaming infrastructure.

FREELANCE — VIDEO EDITOR & CONTENT CREATOR

FREELANCE

2019 — 2021

- Edited event and promotional videos for local clients through the COVID period.
- Designed and installed livestream room / studio setups for clients.

SELECTED PROJECTS

THE CITY — Personal portfolio site — a scroll-driven WebGL narrative journey (Next.js, React Three Fiber, GSAP). In development.

CHURCH PLATFORM — Full website + native iOS app for a local congregation (Next.js, Swift). Shipped and in use.

MOCHI — Personal iOS music player with cloud library sync (Swift, Cloudflare R2).

SKILLS

GENERATIVE AI

- AI Video (Seedance et al.) ◆◆◆◆◆
- Image Gen (SD, gpt-image) ◆◆◆◆◆
- LLM & Agentic Coding ◆◆◆◆◆
- Voice Cloning (GPT-SoVITS) ◆◆◆◆◇

CG / VFX

- Unreal Engine 5 ◆◆◆◆◆
- Houdini ◆◆◆◆◆
- Nuke ◆◆◆◆◆
- Blender · ZBrush · Marvelous ◆◆◆◆◇
- Motion Capture ◆◆◆◆◇

EDITORIAL / DESIGN

Premiere Pro · After Effects ◆◆◆◆

Photoshop · Illustrator ◆◆◆◆

DEVELOPMENT

TypeScript · React · Next.js ◆◆◆◆

Swift ◆◆◆◆

Tauri · Python ◆◆◆◆

PRODUCTION ENGINEERING

Broadcast / Livestream Buildout ◆◆◆◆

PHOTOGRAPHY

Portrait & Studio Lighting ◆◆◆◆

EDUCATION

RENSSELAER POLYTECHNIC INSTITUTE (RPI) — TROY, NY

June 2019

B.S., Electronic Media, Arts, and Communication (EMAC)

