

Ian McDonell

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Objective

Obtain an entry-level position at a game studio where I can put my artistic skills to use by creating 3D assets and environments, as well as be in an environment where I am able to learn and grow from the artists around me.

Technical Skills

- Autodesk Maya
- Substance Painter and Designer
- Zbrush
- Blender
- Photoshop
- Unfold3d
- Unreal 4 Level Editor
- Asset Optimization

Personal Skills

- Strong background in traditional art, graphic design, video production, and computer programming
- Self-starter, require little supervision, quick learner, and reliable
- Excellent at organizing and prioritizing with attention to detail
- Excellent oral and written communication skills
- Connect with people easily
- Great team skills
- Bilingual English/Spanish, and some Portuguese

Experience

Technology Assistant · ABC Unified School District

April 2016 to Present

Member of the IT team to support the use of technology in the delivery of curriculum by strengthening the technology skills of teachers and students. Set up, maintain, and administer student devices for use in the classroom. Resolve issues on Chromebooks, iPads, and desktop computers.

Intern Environment Artist · GoDemics

February 2018 to April 2018

Worked as an environment art intern on an unannounced project. Worked on high/low poly asset creation and optimization, UV unwrapping, lightmapping, and texturing. Worked directly under direction of the art lead.

Computer Lab Teacher, Site Tech Coordinator · Cerritos Elementary

September 2014 to April 2016

Prepared and taught computer lab classes to grades K through 6 at Cerritos Elementary School. Provided on site tech support for teachers and staff for school computers, printers, iPads, Chromebooks, projectors, and more. Supported California Assessment of Student Performance and Progress (CAASPP) testing as the Site Readiness Coordinator.

Education

Game School Online

July 2017 to present

Studying environment art with a focus on hard surface modeling techniques mainly using Maya and Zbrush. Received monthly one-on-one trainings with game industry veterans which helped me improve my technical skills, my ability to take feedback, and my ability to make changes based on that feedback. Took supplementary courses in lighting theory and the Unreal Level Editor.

Long Beach City College

August 2009 to December 2016

Studied traditional and digital art with electives taken in computer science. Took two years off school from September 2010 to September 2012 while I served a full-time mission for the Church of Jesus Christ of Latter-day Saints.

Portfolio

Visit my website at ianmcdonell.com to see my latest artwork.