

# Ian McDonell

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ianmcdonell.com



## Objective

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

## Technical Skills

- Autodesk Maya
- Substance Painter and Designer
- Zbrush
- Blender
- Photoshop
- RizomUV
- Unreal 4 Engine
- Perforce P4V

## 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
- Great at taking and implementing feedback
- Great teamwork and collaboration skills
- Bilingual English/Spanish, and some Portuguese

## Experience

**Technology Assistant** · *ABC Unified School District*

**April 2016 to Present**

Support the use of classroom technology 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, desktop, and laptop computers. Present training at district tech training summits. Manage student and teacher data and accounts.

**Freelance Artist** · *Remote, Los Angeles Area*

**December 2019 to Present**

Worked as a freelance 3D artist optimizing low poly models, UV unwrapping, lightmapping, baking, and creating PBR textures for game ready models for an internal demo project.

**Intern** · *GoDemics, LLC*

**August 2019 to November 2019**

Worked as a texture pipeline artist, created and optimized existing low poly assets, UV unwrapped, lightmapped, and textured using trim sheets. Worked on an internal tech demo and a Pacific Rim VR experience.

## Education

**Game School Online**

**July 2017 to present**

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

**Long Beach City College, no degree completed**

**August 2009 to December 2016**

Studied a variety of traditional and digital art media with supplementary courses taken in computer science and general education courses. Took two years off for religious reasons. Stopped attending to focus on online schooling.

## Portfolio

Visit my website at [ianmcdonell.com](http://ianmcdonell.com) to see my latest artwork.