

# ANGUS MCMEEKIN

3D ARTIST



## PERSONAL PROFILE

I'm a 3D Artist that loves to create stylized art. Hard-working, dedicated and reliable in my work, I aim to be part of a team who loves games and creating them.

## REFEREES

Dr. Reza Ryan  
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(Pref.)

## CONTACT DETAILS

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## CAREER HISTORY

### Freelance 3D Artist - Dros

EmergeWorlds | Oct 2020 - Current

- Creation of a variety of 3D prop and environmental assets using a fun stylized PBR approach.
- Working closely with the Creative Director to ensure assets meet the original vision.
- Use of own creative flairs to add charm and help assets feel part of the unique game world.

### Tutor (Casual)

University of Canberra | Feb 2020 - May 2020

- Oversaw 2 weekly classes, presenting and explaining new topics of the 'Creative Life' unit.
- Adhered to strict guidelines and analyzed work while marking student assessments
- Mentored students in 1 on 1 and group sessions, assisting with any struggles.

## ACADEMIC HISTORY

### University of Canberra

Bachelor of Arts & Design (Honours) | Class of 2019

- Performed research that explored the expressive abilities of stylized game art in comparison to realistic game art.
- Built a framework for creating stylized art
- Conducted formal participant testing
- Achieved a Second Class, Division 1

## SKILLS

- 3DS Max
- Blender
- 3D-Coat
- ZBrush
- Substance Painter
- Adobe Photoshop
- Unreal Engine
- Unity
- Marmoset Toolbag