

Michael McDonald

Mid-Level Production Artist

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EXECUTIVE SUMMARY

- 4 years of games industry experience
- Proven ability to work within a team
- Strong communication skills
- Excellent modeling and texturing skills
- Art roles for several shipped game titles
- Proprietary tools & real-time engine skills
- Always meet deadlines & quality standards
- Positive attitude, flexible, self motivated

SKILLS CHECKLIST

Areas of Proficiency:

- Realistic or stylised high/low detail modeling and texturing
- Traditional art & design, anatomy, and attention to detail
- 3D Model and 2D Texture efficiency/optimisation
- Communicating within the team and following direction
- Working on games projects from pre-production to final build
- Advanced lighting, real-time shaders, effects, and scripting
- Correctly interpreting concept art to create on-screen visuals
- Solid understanding of production pipelines and techniques
- Fast productivity, quick turn-around & high quality standards
- Troubleshooting, scheduling, documenting, meeting deadlines

Software Skills:

- Photoshop
- Maya, 3DS Max
- Mudbox, ZBrush
- Next-Gen SDK's
- Real-time Engines
- After Effects
- Flash
- TortoiseSVN
- Script Languages
- Microsoft Office

CAREER HISTORY

Apr 2010 – Present



Electronic Arts Pty Ltd – *Melbourne, Australia*

Mid-Level Production Artist

- Modeling and texturing real-time art-assets for a wide variety of AAA game titles primarily for iPhone.
- Reporting project status to the Creative Director and Producer.
- Ensuring quality standards are met with fast turn-around.

Oct 2009 – Mar 2010



Tin Man Games Pty Ltd – *Melbourne, Australia*

3D Artist (Contract)

- Created a wide variety of outsourced models and textures for two AAA game titles on iPhone and Nintendo DS.
- Ensured assets were fully optimised for the target platforms while minimising any impact on artistic integrity.

Aug 2009 – Sep 2009



Grinding Gear Games Ltd – *Auckland, New Zealand*

Environment Artist (Contract)

- Created detailed and optimised 3D environment models and textures for an upcoming online role-playing game.

CAREER HISTORY - continued

Jul 2008 – Jul 2009

Mere Mortals

Mere Mortals NZ Ltd – *Auckland, New Zealand*
3D Artist / Technical Lead

- Created high quality cinematics and real-time art assets for game titles published by leading companies such as Ubisoft.
- Improved project art quality by researching lighting methods and optimising art content to display better in real-time.
- Always ensured to complete tasks on or before time at a high level of quality usually exceeding Lead Creative's expectations.

Feb 2008 – Jul 2008

Disyi

Disyi Arts Ltd – *New Plymouth, New Zealand*
Managing Director / Art Director

- Founded Disyi Arts and directed a small production team towards delivering high quality games and original IP.
- Established a professional art pipeline for 2 game projects.

EDUCATION



Media Design School – *Auckland, New Zealand*
Graduate Diploma of Game Development (Art Stream)

- Awarded the Sidhe Interactive Scholarship.



Natcoll Design Technology – *Wellington, New Zealand*
Diploma of Multimedia

CHART OF PROJECTS

- "Need For Speed: Hot Pursuit" (**Production Artist**) – EA / IronMonkey (iOS)
- "Need For Speed: Nitro" (**Outsourced 3D Artist**) – EA / Firebrand Games (DS)
- "The Sims 3: World Adventures" (**Outsourced Artist**) – EA / IronMonkey (iOS)
- "Petanque Pro" (**Technical Lead**) – Bigben Interactive / Mere Mortals (Wii)
- "World Sports Party" (**3D Artist**) – Ubisoft / Mere Mortals (Wii)
- "Affliction" (**Art Director**) – Disyi Arts (PC Demo)
- "Mutiny" (**Art Lead**) – Disyi Arts (PC Demo)

REFERENCES

Neil Rennison

Art Director / Founder
Tin Man Games

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