

# Ian McDonell

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562-445-6578



## 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, 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 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 supporting 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, desktop, and laptop computers. Present at district tech training summits.

**Intern Environment Artist** · GoDemics, LLC

**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. 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**

**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.