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SEAN MCNALLY

PROFILE

- Graduated with honours and distinction from VCAD's Game Development & Design Diploma program
- Specializes in Texturing, 3d modeling, & sculpting. High-proficiency in Game Design.
- Led a team of 15 students to develop an original Stylized-Action RPG title with a focus on Diageitic UI
- Developed a tool for Maya that creates simple materials to expedite the bridge from Maya to Substance Painter—endorsed by my instructor Alex Tamayo and recommended to his students.

SOFTWARE

<ul style="list-style-type: none">• Adobe Photoshop• Autodesk Maya• Zbrush• Blender	<ul style="list-style-type: none">• Marmoset Toolbag• Substance Painter• Unreal Engine
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EDUCATION

VCAD, Vancouver – *Game Development and Design (Diploma)*

MAY 2018 – March 2020, Pender St. London Building

- Modeled Character and Environment work in Maya and Zbrush
- Animated Traditionally and in 3D
- Created tools with Python to improve Pipeline from Maya to Substance painter

WORK EXPERIENCE

Tap & Barrel, Shipyards – *Prep/Lead Closer*

OCT 2016 – AUG 2018

- Started out as a prep cook, and finished as a restaurant closer.
- Responsible for making sure other staff's work was finished before they go home.
- Tasked with nightly maintenance and cleanup.