

# Ian McDonell

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ianmcdonell.com



## Objective

Create 3D props and environments at a studio with an experienced team of artists who are leaders and teachers.

## Technical Skills

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

## Personal Skills

- Strong background in traditional art, graphic design, video production, and some computer programming
- Self-starter, requires little supervision, quick learner, 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

## Experience

**Freelance 3D Artist** · *Remote, Los Angeles Area*

**December 2019 to Present**

Author high and low poly models, unwrap UVs, bake textures and lightmaps, and create PBR textures for game ready models. Texture meshes from other artists. Author modular environment assets. Clients include Switchboard Studios and Roborace.

**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.

**Environment Art 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 assets using trim sheets. Worked on an internal tech demo and a Pacific Rim VR experience.

## Education

**Mentorship with Kevin DeBolt / Game School Online**

**July 2017 to March 2020**

Met twice each month in one-on-one trainings focusing on technical skill development, project planning and feedback, and career development. Met weekly with rotating industry veterans to receive feedback on personal projects. Studied hard surface modeling techniques with supplementary courses taken in lighting techniques in the Unreal Level Editor.

**Long Beach City College, no degree**

**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.