

IAN McDONALD

Composer

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Experience

Cap 2

March 2018 – Current

Wal-Mart

- o I worked in a fast paced, team based environment where I had to meet daily deadlines.

3D Artist

June 2017 – August 2017

Min Min

- o I was responsible for modeling two assets as well as uv mapping and texturing them.

Lighting

2016 July-Sep

Student Production Green Harvest

- o I was responsible for setting up lighting for five of the shots for the Green Harvest production.
- o I was also responsible for rendering out these shots using the V-Ray render engine.
- o I used Maya Fluids to do some basic fluid simulation for steam effects for two of the shots.

Guest Services

2014-2015

Target

- o Worked with customers, performing returns and checkouts.
- o Worked in a fast paced team environment.
- o Was cross trained to work multiple roles.

Junior Artist

2010-2011

Jam Web Designs

- o Designed and coded web site for use on the Internet.
- o Worked in functioning pipeline.
- o Made alterations to predesigned web sites.

Customer Sales Representative

2008-2013

Blockbuster Video

- o Worked in a fast paced team environment.
- o Worked closely with customers.
- o Had to manage time to complete all projects on time.

Education

Digital Animation & Visual Effects School Diploma

2015 to 2016

OSU OKC Graduated with A.A.S in Graphic/Web Design

2013 to 2015

Eastern Oklahoma County Tech Center COCC Graphic/Web Design

2007 to 2012

Key Skills

Autodesk Maya

ZBrush

CSS 3

Nuke

Adobe Illustrator

Adobe Flash

Adobe Photoshop

Adobe Dreamweaver

Modo

Html 5

Awards

BPA Fundamentals of web 2010 State 2nd Place

BPA Team Web 2010 State 2nd Place

BPA Team Web 2011 State 2nd Place

BPA Team Web 2012 State 1st Place

BPA Team Web 2012 National 2nd Place