

# Michael McDonald

## 3D Artist

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Australia

## EXECUTIVE SUMMARY

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- Excellent professional team worker
- 2 years of games industry experience
- Strong communication skills
- Have worked on shipped game titles
- Excellent modeling and texturing skills
- Proprietary tools & real-time engine skills
- Adhere to deadlines and instructions
- Flexible, team player, self-motivated

## SKILLS CHECKLIST

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### Areas of Proficiency:

- Realistic or stylised high/low detail modeling and texturing
- Traditional art & design, anatomy, and attention to detail
- Texture optimisation/reuse, UV layout & polygon efficiency
- Communicating within the team and following direction
- Working on games projects from pre-production to final build
- Advanced texturing, lighting and real-time shader creation
- Accurately following concept art and making required changes
- Solid understanding of production pipelines and techniques
- Documentation, trouble shooting and time scheduling

### Software Skills:

- Photoshop, Flash
- Maya, 3DS Max
- Mudbox, ZBrush
- After Effects
- Ogre3D
- Unreal Engine
- Microsoft Office
- TortoiseSVN
- HTML, Java, CSS

## CAREER HISTORY

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Oct 2009 – Present



Tin Man Games Pty Ltd – *Melbourne, Australia*  
**3D Artist** (Outsourcing)

- Modeled and textured a wide variety of real-time buildings for “The Sims 3: World Adventures” on the iPhone.
- Ensured assets were fully optimised for the target platform 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.

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 standard and with a professional attitude.

## CAREER HISTORY - continued

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Feb 2008 – Jul 2008



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.

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Apr 2007 - Apr 2008



Bubble Dome Ltd – *Auckland, New Zealand*

### **Art Tutor** (Part-Time)

- Effectively taught 3D art skills to students and other teachers.
- Prepared and managed lessons and lectures.

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Aug 2007 - Dec 2007



Mimic – *New Plymouth, New Zealand*

### **Graphic Designer**

- Created high quality graphics for print advertising and clothes.
- Implemented client's conceptual ideas precisely.

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Sep 2006 - Sep 2006



Watermark Ltd – *Auckland, New Zealand*

### **3D Artist / Animator** (Work Experience)

- Modeled & animated 3D characters based from concept art.
- Demonstrated consistent attention to detail & good work ethic.

## EDUCATION

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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

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- "The Sims 3: World Adventures" (**3D Artist**) – EA Games/IronMonkey (iPhone)
- "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

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### **David Jeffries**

Director, Asia Pacific  
Mere Mortals NZ

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### **Chris Wilson**

Producer  
Grinding Gear Games

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### **Neil Rennison**

Art Director  
Tin Man Games

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