

GREGORY A. MCDONALD | Art Director

602.391.9663 • mcgergs@gmail.com • www.mcgergs.com

DIGITAL ART SKILLS

- Maya / 3D Studio Max / Blender
- Inventor / Solidworks
- Zbrush / Mudbox
- PBR / Substance Painter & Designer / Quixel Mixer
- Marmoset / Knald / InstaLOD
- Photogrammetry / Recap Pro / Agisoft / Reality Capture
- Photoshop / Illustrator / In Design / Animator
- After Effects / Premiere
- Unreal Engine / Proprietary Game Engines

TRADITIONAL ART SKILLS

- Perspective Drawing
- Technical Drawing
- Concept Sketching
- Painting
- Clay Modeling
- Foam Modeling
- Woodworking
- Metal Working
- Rapid Prototyping

PROFESSIONAL SKILLS

- Collaborate with peers, game designers and programmers to discover new ideas and to solve problems
- Able to seek and receive direction and criticism while carrying out complex tasks
- Organized and able to work efficiently under tight schedules
- Understanding of studio game production pipeline needs
- Dedicates time each day to learning new skills, workflows, software and technologies
- Gives direction supervising and mentoring fellow team members and future game artists outside of work
- Familiar with proprietary tool sets and integrating game assets into custom game engines
- Experienced with **Perforce (PV4)** and **Tortoise SVN** versioning and revision control programs
- Knowledge of **Confluence** documentation and **Jira** game asset tracking for in house and outsourcing

GAME CREDITS

CONSOLE & PC GAMES

- Monster Jam Steel Titans (PS4, Xbox One, Nintendo Switch, PC) • MX vs ATV All Out (PS4, Xbox One, PC)
- Baja: Edge of Control HD (PS4, Xbox One, PC) • MX vs ATV Supercross Encore & Official Track Edition (PS4, Xbox One, PC)
- MX vs ATV Supercross (PS3, Xbox 360) • Jeremy McGrath's Offroad (PS3, Xbox 360) • 2XL Supercross (PC)
- Baja: Edge of Control (PS3, Xbox 360)

MOBILE GAMES

- 2XL Racing • Spelltorn Clash of Fates • Ricky Carmichael's Motocross Matchup • Hyundai Veloster • 2XL MX Offroad
- XLR8 • Tapper World Tour • 2XL Trophylite Rally • X Games SnoCross • 2XL ATV Offroad • 2XL Supercross

PROFESSIONAL EXPERIENCE

Rainbow Studios, THQ Nordic, Phoenix, AZ

Oct 2019 – Present

Art Director – Full Time

- Direct studio art team across all disciplines on current and future console/PC titles while providing guidance, training and constructive feedback
- Organize meetings and production schedules while staying adaptable to needs of the team and project changes
- Identify production pipeline needs and develop improved efficiencies by identifying new tools, software and processes
- Perform performance reviews, setting goals and career growth for artists
- Coordinate with other studio leads to facilitate knowledge sharing and use of new industry production techniques

Rainbow Studios, THQ Nordic, Phoenix, AZ

Jun 2018 – Oct 2019

Lead/Senior Artist – Full Time

- Lead Artist for modeling real world manufacturer bikes, ATV's, characters, gear and props
- Constructed high and low resolution hard surface and organic 3D models to create highly detailed texture/normal maps
- Optimized and retopologized models for improved game performance
- Quickly unwrapped and laid out UV's for complex models
- Baked textures and built materials for Physically Based Rendering Pipeline (PBR)
- Integrated game assets into UE4 game engine through a cohesive non-destructive pipeline
- Provided guidance, training and feedback to artists across all art disciplines
- Reviewed outsource artwork for accuracy and provided feedback and direction

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PROFESSIONAL EXPERIENCE CONTINUED

Rainbow Studios, THQ Nordic, Phoenix, AZ

Feb 2016 – Jun 2018

Senior 3D Artist – Contractor

- Duties during this time of employment reflect the same as full time position at Rainbow Studios. I was contracted to Rainbow Studios as an employee of 2XL Games for developing MX vs ATV All Out and Monster Jam Steel Titans. I became a full-time employee of Rainbow Studios in June 2018

2XL Games Inc., Phoenix, AZ

Feb 2013 – Jun 2018

Senior 3D Artist – Full Time

- Contracted by 2XL Games from Dec 2014 through June 2018 to Big Bang Entertainment, Rainbow Studios & THQ Nordic Games for 3D Artwork.
- Developed a total of 12 game titles across multiple platforms at 2XL Games utilizing art and design skills across many art disciplines
- Responsible for modeling real world manufacturer vehicles, rider characters & gear game models
- Construct high and low resolution hard surface 3D models to create highly detailed texture & normal maps
- Optimize models for game performance & Integrate game assets utilizing custom tools for the 2XL Game Engine

Art Institute of Phoenix, Phoenix, AZ

Feb 2013 – Aug 2017

Adjunct Professor

- Teaching for game art and production workflow for 3D Modeling, Environments, Characters, Lighting and Animation.

Big Bang Entertainment Inc., Phoenix, AZ

Dec 2014 – Feb 2016

Senior 3D Artist - Contract

- Contracted as an employee of 2XL Games for developing MX vs ATV Supercross and Encore Edition releases prior to the relaunch of Rainbow Studios in February 2016

Branded Cities Network LLC, Phoenix, AZ

Aug 2012 – Feb 2013

Senior Motion Graphics Designer – Full Time

- Created 3D digital FX video animations for the largest digital screen in the U.S at Harmon Corner in Las Vegas
- Composited final renders into HD video at 7680px X 1440px resolution

2XL Games Inc., Phoenix, AZ

Oct 2007 – Aug 2011

3D Artist & UI/UX Artist – Full Time

- Responsible for modeling real world manufacturer vehicles, rider characters & gear game models
- Construct high and low resolution hard surface 3D models to create highly detailed texture & normal maps
- Optimize models for game performance & Integrate game assets utilizing custom tools for the 2XL Game Engine
- UI/UX Design

Theta Interactive Inc., Tempe, AZ

May 2006 - Jun 2007

Lead 3D Artist and Animator – Full Time

- Produce realistic 3D models of client products utilizing retopology techniques for animation and viewing on the web. Produced low polygon models from high res product Solidworks & Creo/ProE CAD models using Maya.

United States Air Force, Lackland AFB, TX & Seymour Johnson AFB, NC

Jun 1998 - Aug 2002

- Secure Communications AFSC 2E351 & 2E251 Final Rank E-4 Senior Airman (Promoted six months early, Below the Zone)
- Security Clearance - Top Secret SCI (Renewable)
- Deployed war veteran of Operation Enduring Freedom, Peter J. Ganci AB, Bishkek Kyrgyzstan 2002
- Air Force Training Ribbon, National Defense Service Medal, Air Force Longevity Service Award with 1 device, Air Force Outstanding Unit Award, Air Force Good Conduct Medal
- Honorably discharged August 1, 2002

EDUCATION

Arizona State University, Tempe, AZ

- Major: Industrial Design, Bachelor of Science in Design; Cumulative Grade Point Average 3.74, Magna Cum Laude
- IDSA Scholarship awarded 2005