

Hugh McGinley

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Portfolio at: <http://hm3d.weebly.com/>

OBJECTIVE

To obtain a challenging position that will allow me to apply my problem solving skills and increase my general knowledge and experience within the industry.

SKILLS

- Modeling (High Poly, Low Poly)
- Level Construction/Design
- Lighting
- Particles
- Texturing, Unwrapping
- Providing Art Direction
- Mobile Application Experience (art creation, builds, deployment, and testing)
- Scrum methodology

SOFTWARE

3D Studio Max (2009-2014), Adobe Suite (CS3-CC), iOS (4-7), Xcode, AutoCAD (2005/2006/2006LT), Blender, Crazybump, JIRA, Keyshot, Maya (2011-2014), Microsoft Office, Pivotal Tracker, Poser, ZBrush

ENGINES

UDK/Unreal Editor, Unity, GECK Engine

PROGRAMMING (light experience)

ActionScript, C#, HTML, Unreal Script

PROFESSIONAL EXPERIENCE

Physical Optics Corporation - Torrance, CA

May 2014 - June 2014 & Dec 2014 - Present

3D Artist, Graphic Illustrator

- Create and provide 3D models and graphic designs for multi-disciplined team efforts, while meeting deadlines and customer needs at the same time.
- Act as the liaison between scientists and the graphic team to gather requirements for illustrations.
- Direct and manage new employees within the graphic team.
- Created and organized a file resource system for the graphic team to utilize during our graphic creation process.
- Recommended and helped update the software and tools used by the graphic team so that we can stay up-to-date with the latest technological trends.
- Utilize 3D Studio Max, Illustrator, Keyshot, Photoshop, Poser, and ZBrush to render and design graphic illustrations.

Disney Consumer Products - Pasadena, CA

July 2014 – Sept 2014

QA Analyst

- Disney team member who did web and mobile analysis, test case regression, and bug/defect reporting.
- All testing done on either a Mac, PC, or mobile device (iOS/Android).

Ucode - Hermosa Beach, CA

Oct 2013 – Dec 2013

Programming Teacher

- Helped teach kids ages 7 to 18 how to program their own games, apps, and websites using Scratch and Nitrous.
- Assisted students with programming and game design tasks.
- Contacted local businesses for potential collaboration projects with students.

WemoLab - Venice, CA

June 2011 – July 2013

Art & Level Designer, Community Manager, Customer Support Lead, Producer, QA Lead, Studio Manager
Superfugu (iOS)

- Designed and built levels from paper prototypes, to greybox blockouts in Unity, to final product. Lighting, depth of field adjustments, and collision implementation were also included.
- Helped build and deploy multiple game builds during production.
- Setup and ran numerous testing groups, both in-house and outside our studio, documenting feedback to share with our team.
- Lead QA Team throughout development, making sure that issues were properly documented and addressed in a timely manner.

TheBlu (PC, Mac, Web)

- Modeled and textured multiple LOD's for various swimming species in theBlu. Managed artist community for theBlu as well.
- Lead testing effort for theBlu throughout the product's development, focusing on web deploys and PC/Mac builds.
- Constantly communicated with artists and engineers in order to stay on top of issues within theBlu.

Doppelgames, Inc. - Los Angeles, CA

June 2011 – Sept 2011

Graphic Artist

Nio Quest (iOS)

- Designed all 2D graphics for Nio Quest. This includes all characters (except main character), collectibles, and UI.
- Tested new deploys on iOS for the team.

Unreleased Titles (iOS)

- Designed UI and 2D assets for a number of unreleased titles.

Obsidian Entertainment - Irvine, CA

Sept 2010 – Jan 2011

Production

Fallout: New Vegas (PC, PS3, XBOX 360)

- Production assistance, which included localization, testing, drafting notes from meetings, updating in-game icons, and setting up work machines for team members.

SIDE PROJECTS

Game Wizards - Los Angeles, CA

Aug 2009 – June 2011

Producer (for 9 game titles) (April 2010 – June 2011)

Freeze-E Frosty's, Lacuna, Oasis, Obstakill, Rockbots 3000, Sprout, Stackabull, Techno Viking, Victim

- Deadline creation, recruitment, Scrum, drafting notes from meetings, website creation.

Environment Artist (Aug 2009 – March 2010)

Exodus (3rd person shooter modification for UDK)

- Modeled and textured a number of 3D assets using Max, Maya, and ZBrush.

Starfall (1st person shooter modification for UT3)

- Modeled and textured a number of 3D assets using Max, Maya, and ZBrush.

EDUCATION

- *The Art Institute of California*, Los Angeles, CA
Bachelor of Science degree in Game Art & Design Received: June/2011
- *Ferris State University*, Big Rapids, MI
Bachelor of Science degree in Facilities Management Received: June/2006