

Edward McDonough

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3D Artist

Los Angeles, Ca

SUMMARY

A 3D Artist looking to make use of my experience, knowledge, work ethic and creativity while improving my skills in the Animation and VFX Industry.

WORK EXPERIENCE

3D Scanning and Bullet Time Technician

ECCO Studios, Marina Del Rey, Ca

2015 - Current

- Bullet Time Tech - Skyzone Holiday Commercial & other unreleased Commercials and Music Videos
- 3D Scan Tech - Multiple unreleased Triple A Titles

Help with setup and testing of Bullet Time and Scanning Rigs, running software for scans and shoots, & organizing footage from shoots.

Element QC Artist/Stereoscopic Depth Artist

Stereo D, Burbank, Ca

Feb 2013 - Dec 2015

- Compositing and optimizing elements from VFX vendors for stereoscopic conversion on the films Star Wars: the Force Awakens, Point Break, The Martian, Everest, Maze Runner: Scorch Trials, Ant-Man, Terminator Genisys, Jurassic World, San Andreas, Mad Max: Fury Road, Avengers: Age of Ultron, The Spongebob Movie: Sponge Out of Water, Exodus: Gods and Kings, Teenage Mutant Ninja Turtles, Hercules, Guardians of the Galaxy, X-Men: Days of Future Past, Godzilla, Transcendence, Captain America: The Winter Soldier, Need for Speed, Noah, 47 Ronin, and Thor: The Dark World.
- Stereoscopic Conversion for the films Percy Jackson: Sea of Monsters, R.I.P.D., The Wolverine, Pacific Rim, Star Trek Into Darkness, and Iron Man 3.

Asset Manager

Rhythm & Hues: The Box, El Segundo, Ca

2011 - 2012

- DMC (Video Game) Teaser Short - Managed all assets, also helped with Set Design, Scene Layout, and some CG Prop Modeling.
- Star Wars Kinect Cinematics - Managing Assets from the Game Engine and other vendors, as well as helping with Set Design, Scene Layout, and Asset Optimization.

Stereoscopic Conversion Artist

Stereo D, Burbank, Ca

2010 - 2011

- Stereoscopic Conversion for the films Jackass 3D, Gulliver's Travels, Green Hornet, Thor, and Captain America

VFX Artist

The Asylum, Burbank, Ca

2010 - 2010

- Animation, Camera Choreography, and Scene Layout for the *7 Adventures of Sinbad* movie

3D Generalist

Rhythm & Hues: The BoX, El Segundo, Ca

2008 - 2010

- Banjo & Kazooie: Nuts & Bolts commercial spot - Car Vehicle Animation, Camera Choreography, Layout, as well as Environmental Modeling and Texturing
- Saboteur In-Game Cinematic's - Camera Choreography, Layout, Background & Prop Modeling, as well as Texturing
- Crackdown 2 E3 Trailer - Camera Choreography, Layout, Prop Modeling & Texturing
- Undisclosed Triple-a Title Teaser - Vehicle and Prop Modeling/Texturing, Scene Layout, and Camera Choreography

3D Generalist

Radical 3D, Venice, Ca

2007 - 2008

- Animal Planet Show "Animal Armageddon" - Creature Modeling/Texturing
- History Channel Show "Battle 360" - Animation, Compositing, & Lighting
- History Channel Show "Dogfights" - Animation and Compositing

Lead CG Artist

Ocean Aire Productions, Ormond Beach, FL

2006 - 2007

Animation Director, Modeling/Lighting/Post Production Supervisor, Lead Modeler/Animator, Composer, & Editor for a Children's Animated Series. Directed and Edited the Episode from Storyboards to completed Animation, Modeled Characters from concept art, Textured & Rigged characters, set up all Facial Animation including Morphs, created Lighting Rigs, and led a small team for Environmental and Prop Modeling, Animation on top of Motion Capture, full hand keyed Animation, Rendering, and Compositing.

3D Generalist

Sound 'O Rama, Orlando, FL

2005 - 2006

Hardware/Character Modeling, Animation, Texturing, Lighting, Compositing, Logo Work, Video Graphics and Editing.

Teaching Assistant

DAVE School, Orlando, FL

2005 - 2006

Assisting block two/three instructor in Character Modeling/Animation and Compositing classes. Responsibilities include helping students by resolving questions and problems regarding class assignments and CG work.

EDUCATION

Integrated Arts (Art & Film)

Penn State University, University Park, Pa

2000 - 2004

Graduated in 2004 with a Bachelor of Arts in Integrated Arts

Digital Animation & Visual Effects

DAVE School, Orlando, FL

2004 - 2005

Graduated in 2005 with an Occupational Associates Degree

ADDITIONAL INFORMATION

With over 10 years of 3D & VFX industry experience, I have had professional experience with Lightwave 3D, Adobe After Effects, Photoshop, Illustrator, Premiere, as well as Fusion and Nuke. I also have a working understanding of Final Cut Pro, Shake, 3Ds Max, Maya and zBrush along with experience working with Windows, Mac, & Linux operating systems.

REFERENCES

Deborah Austin - Director at Rhythm & Hues: The BoX

daustin@raygunballet.com

Michael Anders - Stereo D VFX Production Supervisor

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Ruthie Aslan - Editor (Personal Reference of over 8 years)

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