

JOHN MCDONALD

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EDUCATION

Ringling College of Art & Design, Sarasota, FL

B.F.A. May 2016, Major: Computer Animation

Thesis: a 5 minute animated film emphasizing strong character/environment models, visual storytelling, and cinematography.

Creating Appealing Characters, with Dylan Ekren(Disney Animation Studios), Fall 2016

Advanced concepts and techniques for translating 2D Design principals to 3D using ZBrush. Learned to create character models for animation

Awards and Competitions

- **43rd Student Academy Award® Winner** – “The Wishgranter”
- **38th College Television Award Winner (College Emmys)** – “The Wishgranter”
- **Walt Disney Imagineering’s Imaginations** – First place
Team Lead (Modeling and Story), developed 3D models and team-lead for ride experience, and story

MODELING / DESIGN EXPERIENCE

Dimensional Designer, Walt Disney Imagineering, Glendale, CA – Current

Sculpted multiple articulated animatronic characters, props, ride vehicles, and show sets in collaboration with Walt Disney Animation studios, Pixar animation Studios, Marvel studios, and Lucas film ltd. for use at Disney Parks around the world:

- Using model sheets and direction from art directors, sculpted digital and physical maquettes of classic Disney, Pixar, Star Wars, and Marvel characters using ZBrush and Maya as well as traditional techniques.
- Collaborated with character animators, ride engineers, and directors to ensure any physical sculpt fit the range of motions, and safety standers for a smooth transition from digital to physical model, while ensuring the sculpt stayed “on model.”
- Tested a variety of materials and fur so final product matched the look and feel of the character from the film.

Freelance Modeler, DreamWorks Television Animation, CA – 2017 - 2018

Created stylized concept maquettes and production character models for “Fast and Furious: Spy Racers” and “Jurassic World Camp Cretaceous”.

- Used Zbrush and Maya to help develop the 3D design and rough polypainted textures of several humanoid, as well as quadrupedal characters based off rough sketches from visual development artists.
- Once designs were approved by director, converted concept maquettes into production ready models for use of other departments in the pipeline

Freelance Digital Sculptor, Hasbro, Burbank, CA – 2016 - 2019

Worked closely with 2D designers under time-sensitive deadlines to develop digital models for products in the Disney Princess, Disney Frozen, Star Wars and Marvel toy lines:

- Responsible for modeling numerous characters, props, and accessories in a wide variety of styles, ranging from realistic to highly stylized.
- Worked closely with Hasbro’s designers, Disney Consumer Products and Lucas film ltd. to ensure the stylistic integrity of the various franchises stays consistent.
- Engineered the articulation for each toy called out by the designers, in addition to prepping digital models for 3D printing and production.

Lead Modeler / Co-Director / Technical Director, “*The Wishgranter*” Ringling College, Sarasota, FL. 2014-2016

Worked closely with Visual Development Artists and Animators to build and refine character models and rigs for production in a 5 minute animated short film:

- Using Maya and Zbrush, translated visual development’s 2D work into 3D models, props, and environments.
- Created and refined facial rigs, textures, cloth simulations, hair, and dynamics for characters and props.
- Directed and approved team’s work to assure all models and rigs were production ready and fit the needs of the animators and the film’s visual style.

TECHNICAL SKILLS / Personal

Proficient in Autodesk Maya, Zbrush, Pixar Renderman, Ncloth, Nhair, Dynamics, The Foundry’s Nuke, AdobeCS6, Photoshop, Illustrator, Premier Pro, 3D printing, Polyworks, Gom, Rhino, DesignX and Microsoft products, on Mac and PC platforms. Skilled in traditional art techniques and media including drawing, acrylics, gouache, clay, urethane foam, casting with plaster, various foams, fiberglass, and model painting. Avid theme park enthusiast and toy collector.