



## ABOUT

A versatile Story Artist with a penchant for maths, humor, and just the most ridiculous birds.

## SOFTWARE

Adobe Suite | Krita | Paint Tool Sai  
Microsoft Office Suite | Google Suite  
Maya | Zbrush | Blender  
Unity | Unreal Engine 4 | Godot  
Trello

## PROJECTS & EXPERIENCE

**Concept Artist | Freelance**  
2020-Present

**Writer**  
'Melodramatica' Student Project  
Breda, NL | 2020-2021

**Co-Director**  
'Fangrove Woods', Student Film  
Atlanta, GA | 2018-2019

**2D Animator**  
'Fluid' Student Film  
Atlanta, GA | 2018-2019

**2D Effect Animator**  
'Escape' Student Film  
Atlanta, GA | 2018-2019

## EDUCATION

**Savannah College of Art and Design**  
Bachelor of Fine Arts in Animation  
Atlanta, GA, USA | 2015-2019

## CONTACT

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[www.mcmette.com](http://www.mcmette.com)

## VISUAL STORYTELLING

- **Developed projects from rough concepts to final pieces**, including characters, environments, and storyboards, maintaining visual coherence across design
- 3+ years' experience as freelancer: **concept generation**, from pitch packets to game jam assets, based on external prompts
- Designed project narratives and general story, including both visual and written approaches to character design and worldbuilding
- **Created environmental storytelling moments** with props and characters for a custom quest line
- Strong illustration fundamentals to assist with believable character form and composition
- Trusted with ability to adhere to style and guidelines set by leads for complex characters in traditional animation

## ANIMATION

- Designed and implement **rigging and skinning** for both personal models and pre-made
- Concepted characters to then **model, unwrap, texture, rig**, and prepare for implementation into both cinematic and game engines
- **Created custom animation tools** for ease of artist use in rigs
- Optimized topology of models for smooth deformation and animation
- Strong traditional animation skills, keyframe posing and composition

## TECHNICAL PROFICIENCY

- 10+ year experience with **Adobe Photoshop**, Intermediate **Toon Boom Harmony** and **Storyboard Pro** skills, working knowledge of Adobe Premiere and After Effects
- History of accompanying concepts with written content, including descriptions, dialogue, and guidelines for character voices
- Intermediate **Zbrush**, **ZbrushCore**, and **Maya** skills, working knowledge of **Blender**, **Unreal Engine 4**, **Godot**, and **Unity**
- Working knowledge of C++ and familiarity with technical requirements behind artistic assets

## COLLABORATION & COMMUNICATION

- Experienced with assisting animators, explaining techniques, providing and receiving critique
- Identified potential issues and assisted team members with problem resolution with a calm, positive attitude
- 4+ years of experience working remotely with international teams
- Collaborated with Game Designers, 2D Animators, and Producers to deliver high quality assets
- Assisted with research to ensure project remains authentic and diverse