

Jason MacNeil

SUMMARY

Game Designer and 3D Environment Artist with over 10 years of combined experience creating content across a wide variety of video game genres. Experienced in designing game mechanics, systems, bosses, and levels. Over 16 shipped titles across many platforms ranging from handhelds to consoles to PC. Basic familiarity with scripting in the C# scripting language in addition to a professional art and design background. Familiar with a variety of game engines.

EXPERIENCE

3D Tradeshow Booth Designer, Hargrove Inc & Rental Exhibit Depot.

Lanham, MD — 2016-2020

In the 3D Designer position, I have been heavily involved in the majority of projects that come through the design department in a supportive capacity. Responsibilities commonly involve creating the environments and building 3D models that events take place in as well as lighting and rendering scenes. Approving and making revisions on other team member's projects is a common task as well. In addition, I am responsible for my own projects, bringing them from concept to completion. Recently I have been put in charge of developing our department's VR capabilities utilizing the Unity Game Engine.

Accomplishments

- Recognized as a resident expert in 3DS Max.
- Contribute regularly to high profile jobs, including the 2017 presidential inauguration.
- Heavily involved with the development of VR and Interactive Experience tech using the Unity Game Engine.

Designer/3D Environment Artist, Vicious Cycle Software

Morrisville, North Carolina — 2011-2016

As a designer, I was responsible for the concept and implementation of systems, gameplay, and environments across a number of game projects. Environments were planned and laid out with regard for look, feel, and functionality. To ensure all departments could continue iterating rapidly, I communicated regularly with artists and programmers to ensure my designs were within scope and ability so that a high bar of quality could be ensured across departments. As an environment artist, I handled most aspects of building 3D environments including modeling, texture mapping, lighting, and visual effects.

Accomplishments

- Received VCS Achievement Award for exceptional contributions to company projects and culture.
- As a designer, helped to develop new project pitch documents and workflow procedures within the company.
- Shipped 8 large-scale software projects over the course of 5 years.
- Responsible for key experiences in large scale projects, including systems, environments, and boss design.

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3D Environment Artist, Activision-Blizzard - Vicarious Visions Inc.

Menands, NY — 2007-2011

Responsible for the development of environments, props, and level layouts. I contributed 3D modeling, texture mapping, object placement, and optimization work as well as lighting and vfx. As an artist at Vicarious Visions, I had the chance to contribute to high profile licenses such as Transformers, Guitar Hero, and the Marvel Comics franchise.

Accomplishments

- Shipped 8 large-scale software projects over the course of 4 years.
- Owned entire environments for high profile projects from concept to implementation.

Lead QA Tester, Activision-Blizzard - Vicarious Visions Inc.

Menands, NY — 2007-2011

Managed staff, delegated tasks, and strived for pipeline efficiency. Authored and maintained documentation, presentations, and forms to improve QA department productivity. Communicated frequently with other departments to ensure that QA was able to support them in the best way possible.

Accomplishments

- Managed a team of 8 full time testers on various projects.

EDUCATION

Full Sail University

Winter Park, Florida — 2004-2006

Received an associates of science in 3D Computer Animation and was awarded the Course Director's Award for character modeling.

SKILLS

- Working knowledge of Unity Game Engine. (3+ years experience)
- Basic knowledge of the C# scripting language. (1+ years experience)
- Proficient in Adobe Photoshop and 3D Studio max (10+ years experience)
- Experienced in multiple game engines. (Unreal, Unity, Several in-house engines)
- Fluent in Microsoft Office Suite: Word, Excel, InDesign, Powerpoint, OneNote.

REFERENCES

Available upon request.