

MCKINZY MASON

3D GAME ARTIST



mckinzymason@gmail.com (personal email)



+1 949-423-9510 (phone number)



[LinkedIn](#) and website: mckinzy.com

EXPERIENCE

Art Director of Graduate Game Production, Post Mouse

The Animation Workshop, VIA University College
Viborg, Denmark
August 2021 - June 2022

- Assisted PM with delegating tasks and deadlines.
- Developed story and environmental concept art in pre-production.
- Supervised the designs of characters and assets.
- Responsible for creating Art Bible and various reference guides for asset artists.
- Collaborated with Technical Art Director develop the scope of the game and integration of our assets with Quixel's Megascans assets.

Director of NGO Commercial Project

The Animation Workshop, VIA University College
Viborg, Denmark
December 2020 - April 2020

- Directed a 30 second commercial for the NGO "5 Skoler" with a team of 4 computer graphics artists and 4 animators.

EDUCATION

The Animation Workshop, Viborg,
Denmark

Bachelor of Animation in
Computer Graphics Arts
(currently enrolled)

August 2019 - Jan 2023

Santa Monica College, Santa
Monica California, United States

Previously enrolled for an
Associates Degree in Animation
August 2017 - March 2018

LOCATION

Viborg, DK and Irvine, CA, U.S.

SOFTWARE

Adobe Photoshop



Autodesk Maya



Zbrush



Substance painter



Unreal Engine



- Coordinated between storyboard team and art direction team in pre-production.
- Developed animation bible, supervised and edited the previz, coordinated with animation team and sound design in production.

Concept Artist

Startup game development team: Mettlesome Studios

Remote in Los Angeles

August 2020 - October 2020

- Mettlesome Studio's start-up game, Project K, has discontinued development in October, 2020.
- Developed concepts of character designs, assets, and locations for 3D modeling.

Student Teacher for Computer Graphics Arts: VIA på vejen

VIA University College

Viborg, Denmark

February 2020 – June 2021

- Student teachers employed for "VIA på vejen" are assigned to a Gymnasium (equivalent to high school) for a day to teach about their current subject of study (I taught about Computer Graphics Arts)
- Teaching material and activities need to be well planned and prepared ahead of time

Freelance Muralist

September 2017 – August 2019

- Paint indoor and outdoor murals
- Guide client through the creative process when creating concepts and frequently check in with their ideas
- Ensure that all work, even sketches, are professional, presentable, and appealing to the client
- Establish cost and resources for the final product