



surfacing & lighting

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experience

Surfacing Artist **Animal Logic**

Vancouver, BC

September 2021 - Present

Surfacing artist on an unannounced film with Netflix Animation. Shading done in Houdini using Animal Logic's proprietary renderer. Trained in Animal's weave generating software using Houdini's groom tools. Developing shaders of environment and prop pieces.

Surfacing and Lighting Artist **Mainframe Studios**

Vancouver, BC

February - September 2021

Surfacing and overtime Lighting Artist on an untitled Barbie animated film for Netflix. Working on both **characters and environments** using Substance Painter and Maya. **Build shaders** to existing style and project rendering requirements using RenderMan. Helped translate library shaders to pitch to Mattel a new rendering pipeline for future shows.

CGI Artist Contractor **Apple**

Sunnyvale, CA

November 2019 - October 2020

Collaborated with team members to execute finely art directed product images. **Iterating** existing files with ever changing CG assets in short periods of time. **Understand and adapt** shading networks and lighting with high detail to art directed reference images.

Lighting Artist **Falcon's Treehouse - Digital Media Division**

Orlando, FL

July 2017 - July 2019

Lit environments and characters rendered in **360°** using Redshift. Set up **render layers** and **AOVs** for compositing. Collaborated and problem solved with a small team of artists to maximize rendering and artistic quality. Interpreted and translated 3D lighting setups based on key lighting script images. **Composited lighting**, and explored managing a full composite project for National Geographic.

Sets Technical Director, Shading Intern **Pixar Animation Studios**

Emeryville, CA

September - December 2016

Worked collaboratively in an **animated feature film** production (*Cars 3*). **Defined material attributes** of assigned props appearing in the film using The Foundry's Katana. **Followed art direction** and team input. Primarily **utilized procedural techniques** coupled with painted ptex maps in Paint3D.

tools/skills

Tools. Autodesk Maya. Autodesk Mudbox. Substance by Adobe. The Foundry's Nuke/NukeX. The Foundry's Katana. Paint3D. Marvelous Designer. Pixologic's ZBrush. Autodesk 3DS Max. The Foundry's MARI. XGen. Adobe Creative Suite. Houdini.

Rendering. RenderMan. Redshift. Arnold. V-Ray.

Systems. Linux. Windows. Mac OS.

Skills. Shading and texturing. Lighting. Integration. Grooming. Rendering. Troubleshooting. Programming Concepts (C++ & Python). 3D Modeling. Basic Rigging. Concepting. Design. Drawing. Digital Photography.

recognition

Orlando LGBT Youth Alliance facilitator/mentor. 2018-2019.

Hope & Help S.T.Y.L.E. Design volunteer. 2018-2019.

Senior Film Selected to Screen at Over 30 International Film Festivals Across 5 Countries. 2017-2018.

Interviewed by Palm Springs LGBTQ+ USA Today Online Magazine, Desert Outlook, About Senior Film. 2017.

SCAD Dean's Award for Achievement in Animation. 2017.

Featured on the Disney Internships and Programs Blog. 2016.

Work Selected for SCAD's Student Portfolio Reel. 2016-2017.

Studied Abroad for SCAD's Hong Kong Academic Program. 2015.

Interests. Digital Photography. Music. Storytelling. Figure Skating. Musicals. Animals. Singing. Travel. Chipotle.

education

Savannah College of Art and Design

Bachelor of Fine Arts in Visual Effects

Minor: Technical Direction

Graduated **June 2017**

Magna Cum Laude