Madeline McDougall

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Summary

Character artist with eight years of experience in character modelling and rigging. Commended by Sheridan faculty for excellent understanding of colour theory and animation. Highly developed teamwork and collaboration skills through three years in game design.

Education

Sheridan College – Bachelor of Game Design   2015 - 2019

Experience

Sheridan College Sept-Dec 2016   **Oakville, ON**

Character Modelling & Animation

- ❖ Designed, modelled, textured, and animated all humanoid characters
- ❖ Created a bipedal rig focusing on ease of use and reusability

Character Development for Games

- ❖ Concepted several iterations of main character with focus on strong silhouettes
- ❖ Created several dynamic character poses to display possible gameplay mechanics

Game Mechanics

- ❖ Modelled and textured low-poly chicken (player)
- ❖ Rigged and animated chicken with focus on action readability from large distances

Project Eclipse, June 2017 – Present   **Rockwood, ON**

Character Artist and Modeller

- ❖ Sculpted high-poly version of concepted character using turnaround sheet
- ❖ Retopologized entire character with emphasis on good deformation, uniform textel density, and pain-free UV unwrapping
- ❖ Focused on ideal edge flow around eyes, nose, and mouth
- ❖ Textured character with specular PBR workflow

Achievements

Skills Ontario Competitor – 3D Animation – 2014, 2015   **Waterloo, ON**

- ❖ Reached provincial level skills competition for 3D animation twice

Skills

Tools: Photoshop, Blender, zBrush, Maya, Substance Painter, Unity, C Sharp