| John L. Mc ClintonMontclair, 91763(803) 381-3537johnmcclinton01@gmail.com |
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| <https://www.mcclintongraphics.com/> |
| Skills  Experience  |

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| --- | --- | --- |
| * ZBrush
 | * Marmoset 3
 | * PBR Materials
 |
| * Maya
 | * After effects
 | * Organic Modeling
 |
| * 3DS Max
 | * Illustrator
 | * Hard Surface Modeling
 |
| * Photoshop
* TopoGun
* Quixel
* Pro Tools
 | * Baking
* Character Design
* Anatomy
* Rapid Visualization
 | * UV Mapping
* Ik/Fk Rigging
* Keyframe Animation
* Sound Design
 |
| * Marvelous Designer
 | * Organic Modeling
 |  |

**Global Game Jam 2016**Created Character/Asset Concept Art/ Hard Surface Modeled/ Mapping**Global Game Jam 2015**Designed and Animated Boss Character & Designed 2 Levels**Facilitator The Jazz Zone, Inc., Pasadena, CA 2007-Present**30 Minute Live Portraiture, Setup/Break Down Booths and Soundstages **Drafter UTM, Inc., Industry, CA 2005-2007**Produced CAD Drawings for Customized Refrigerated Trailer Fabrication |
| Education | **Bachelor of Arts:** Game Arts and Design June 2017Mt Sierra College- Monrovia, CA **3.47 G.P.A****Associate of Applied Science:** CAD Technology September 1997ITT Technical Institute-West Covina, CA **3.9 G.P.A.** |