| John L. Mc Clinton  Montclair, 91763  (803) 381-3537  johnmcclinton01@gmail.com | |
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| <https://www.mcclintongraphics.com/> | |
| SkillsExperience | |  |  |  | | --- | --- | --- | | * 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 2017  Mt Sierra College- Monrovia, CA **3.47 G.P.A**  **Associate of Applied Science:** CAD Technology September 1997  ITT Technical Institute-West Covina, CA **3.9 G.P.A.** |