

DUSTIN MACKAY animator & 3D artist

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Objective

To be part of a creative team with the goal of making awesome entertainment. Primarily I desire to be an animator, as making things come to life and give a performance brings me great satisfaction. However, I love all aspects of storytelling and have maturing skills in various visual applications.

Education

Brigham Young University, Utah.

- Bachelor of Fine Arts, emphasis: illustration. April 2006.

Gnomon School of Visual Effects

- 1+ years of full time attendance.

ianimate.net

- 2 blocks (6 months) of advanced character animation workshops.

Experience

Intern at Gnomon Studios, Hollywood, CA. Aug. 2010 - Present

- Animated 5+ shots for a short film under the supervision of Shane Acker and Aristomenis Tsirbas. Worked from animatics and layout animation taking shots to final polish.
- Designed, constructed and aided in 2 character rigs. Fulfilled tasks such as: building skeletons, designing animation controls and overall rig function, sculpting blend shapes, creating and rigging secondary deformers and creating proxy versions for more efficient animation.
- Textured a full character consisting of multiple UV regions, 4K texture maps and mental ray sub-surface shaders. Used a workflow toggling between Photoshop, Zbrush and Maya to create cavity, displacement and normal maps. Utilized Body Paint and Mari to do projection painting and to close texture seams.
- Participated in dailies on a regular basis in which I was able to collaborate and problem solve with other team members.

Freelance illustrator and graphic designer. 2006 - Present

- Illustrated several children's books for CoreKnowledge. Worked on a large number of illustrations (up to 30 at a time) and delivered them under strict deadlines.
- Created logos, web sites and various graphics for a numerous host of clients ranging from Wineries to athletic tape.
- Designed paper kits for Close to my Heart - a large scrap booking company in Pleasant Grove Utah. Responsible for designing a papers under a specific theme and illustrating stamp sets to accompany the papers.

Art Instructor - US ARTS, Rancho Penasquitos, CA. August 2007 - September 2009

- Taught courses weekly for kids ranging from ages 9-18.
- Goals were to give constructive criticism, instruction and inspire students to succeed on each piece.
- Developed a love for working with youth and helping them develop creative talents.

Art Director - Children Media Group, Provo, UT — May 2006 - September 2006

- Responsible for artistic development of a short, made-for-DVD animated film.
- Created concept art for scenes, developed character designs, created all layouts and many back-grounds.

Additional Skills

Skills and Areas of Knowledge

- Proficient in MAYA (specifically in animation, modeling, rigging, texturing, lighting and rendering)
- Photoshop, Headus UV Layout, Illustrator, InDesign, Zbrush.
- Working knowledge of Bodypaint and Mari.

References

Katy Cummings - Art Director for CoreKnowledge. 703-348-0871 or kcummings@coreknowledge.org

Aristomenis Tsirbas - www.MeniThings.com, www.Aristomenis.com

Shane Acker - alazar@icmtalent.com, www.shaneacker.com

Kelton Cram - Concept Artist at Aaron Sims Studios - 323-801-5704