

# Claudia McMillan

## About Me:

*I am an illustrator with a strong background in traditional artwork seeking to hone my digital painting skills, improve my 3D texturing abilities, and collaborate with others on new and exciting projects. My interests include character design, video game artwork, and concept art.*

## Experience:

- ◆ Lead 2D artist and texture artist in current video game project, *Jedidiah* (Feb 2017)
- ◆ Concept artist and texture artist for current Texas Aggie Game Developer video game project, *Don't Wake the Drake* (Feb 2017)
- ◆ Developer and artist of *Guardian* video game project (November 2016)
- ◆ Character Artist for 3D short, *The Ultimate Stare Down* (October 2016)
- ◆ Lead Artist/Spriter for Fall Chilleenium Game Jam 2016 project, *Asunder* (September 2016)
- ◆ Illustrator for children's book, The Greatest Fish Story Ever (2015)
- ◆ Texas Art Education Association, Visual Arts Scholastic Event state gold medalist (2015) and state qualifier (2014, 2013)
- ◆ 1<sup>st</sup> place art contest/scholarship winner of Kilgore College Art Symposium (2015)
- ◆ Illustrated book cover of The Horns (2013) and The Twerp (2011)

## Skills:

- |                                 |           |
|---------------------------------|-----------|
| ◆ Digital Painting              | (6 years) |
| ◆ Prismacolor Pencils           | (5 years) |
| ◆ Watercolor Mix Media Painting | (5 years) |
| ◆ Charcoal/Chalk Pastels        | (4 years) |

## Education:

- ◆ **Bachelor of Science in Visualization**  
Texas A&M University, College Station, Texas  
Expected Graduation Date: May 2019

## Contact Me:

email: [claudiaemcmillan@gmail.com](mailto:claudiaemcmillan@gmail.com)

phone: (903) 714-4592