Nathan McClun

Character Art

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Summary

An eccentric 3D artist with particular skill in character modeling and illustration. Strong eye for design and stylization, along with an intense creative drive. Skilled in adapting art syles and always looking to push the envelope.

Technical Knowledge

Autodesk Maya	Substance Painter
Pixologic ZBrush	3D-Coat, xNormal
Adobe Photoshop, Flash, Illustrator, and After Effects	Unreal Development Kit, Unreal 4

Skills

Character concepting, modeling, and texturing	Illustration
Digital painting	Writing
Typography	Adaptability
Web design	

Experience

Character Design (student project)   11/14

Illustrated concepts for four characters, three bipedal and one quadruped. Modeled high poly sculpts and baked details onto retopologized models. Textured characters and then implemented them into Unreal 4. Employed ZBrush, 3D-Coat, xNormal, Photoshop, and Substance Painter.

Employment

Graphic Artist, Burgundy Apparel, Boulder, CO   6/2013 - Present

Lead graphic design team for three clothing lines, emphasizing on creating eye catching illustrations for t-shirts and jackets. Managed hand painted comps, photography, as well as web design (burgundyapparel.com).

Window and Door Assembly, Ecocasa, Reno, NV   5/2011 - 9/2011

Assembled and installed custom order Venetian doors and windows. Managed schematics and oversaw welding operations, and completed a large scale under short time frame, requiring intesive time managment and project organization.

Education

Ex'pression College, Emeryville, CA   9/2012 - Present

Bachelor of Applied Science, Game Art & Design, 6/15/2015