Mayen McClain

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EXPERIENCE

3D Environment Artist, **Schell Games LLC.**   *September 2022 - Present*

- Created 3D Hard Surface and Organic environment rooms for *Among Us VR: Polus Point*.
- Created custom 3D modular kits and trim sheet textures for environment spaces.
- Researched and documented art style for 3 Unreal Engine 5 unannounced VR and PC game titles, as well as pipeline processes for production.
- Heavily optimized environment scenes through lighting techniques, mesh combining, texture atlasing, and material/ shader complexity techniques for PC, mobile, and VR platforms.
- Created custom procedural tools utilizing Unreal Engine 5's Procedural Generation tool and Geometry Scripting to speed up other 3D artists and game designers in blockout/model creation.
- Games Worked On: *Among Us VR* (Unity) - Released 2022
  - *Among Us VR: Polus Point* (Unity) - Released 2023
  - *Silent Slayer: Vault of the Vampire* (Unreal Engine 4) - Released 2024

3D Associate Game Artist   *October 2021 - September 2022*

- Responsible for modeling, lighting, and optimizing rooms for *Among Us VR.*
- Documented material exploration and created interactive game assets for *Silent Slayer* game.
- Collaborated with game designers and engineers on creating interactive game assets.
- Created high to low poly asset 3D assets for VR games using Unity and Unreal Engine 4
- Learned art production pipeline from beginning to end of production.

Environment Artist Intern, **Art Department, The Ohio State University**   *May 2020 - May 2021*

- Created 3D environment assets and VFX particles for VR game in Unity.
- Worked closely with concept artists to interpret and develop assets for the game.
- Extensively modeled, textured, and placed underground environment pieces around multiple levels.
- Rigorously optimized and fixed bugs on each level to maintain texture and geometry budget.

3D Game Instructor, **ID Tech**   August 2021 - November 2021

- Taught kids between the ages 8-16 programs such as Maya, Blender, Adobe Premiere Pro, Adobe After Effects, and Unreal Engine 4.
- Created mini lessons tailored to teaching and assisting kids with project ideas from 3D models, special effects, compositing, and game engine tips.

*3D Animator/Modeler,***The Ohio State Video Athletics**   *January 2020 - August 2020*

- Created 3D looped animations and VFX to go on scoreboards during sports games and events.
- Modeled, textured rigged, and animated 3D characters to do dances and gestures.
- Received and gave feedback to fellow animators.

Freelance Web Design/3D Modeling   *May 2017 - Present*

- Worked on developing websites for clients through UI and HTML coding.
- Created 2D graphics for clients.
- Created 3D models and environments for clients based on concept art.

SKILLS

- Modeling, Tool Creation, Scripting, Animation, VFX, Photogrammetry, AR,VR, Rendering, PBR, Shaders, Lighting, Megascans, Character Rigging, Blueprints
- Software: Maya, 3ds Max, Zbrush, Houdini, Substance Painter & Designer, Speedtree, Blender, Cinema 4D, Photoshop, Redshift, Vray, Xnormal, Niagara, Quixel Bridge, Marvelous Designer
- Engines: Unreal Engine 4 & 5, Unity
- Langauges: Python, Java, C#,C++, HTML
- Source Control/Programs: Perforce, Github, SmartSVN, Jira, Excel

EDUCATION

The Ohio State University, Columbus, Ohio
Bachelor of Fine Arts in Art and Technology