Mayen McClain

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EXPERIENCE

Schell Games,
3D Environment/Technical Artist   *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, and 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 discipline workflows.
- 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

Schell Games,
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 the *Silent Slayer* game.
- Collaborated with game designers and engineers on creating interactive game assets.
- Created high to low poly 3D assets for VR games using Unity and Unreal Engine 4.
- Learned art production pipeline from beginning to end of production.

Art Department, The Ohio State University,
Environment/Technical Artist Intern   *May 2020 - May 2021*
- Created 3D environment assets and VFX particles for a 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.

ID Tech,
3D Game Instructor   *August 2021 - November 2021*
- Taught kids between the ages of 8 and 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.

The Ohio State Video Athletics,
3D Animator/Modeler   *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.

SKILLS
- Character Rigging, Tool Creation, Scripting, Animation, Modeling, VFX, Photogrammetry, AR, VR, Rendering, PBR, Shaders, Lighting, Unreal Engine 4 & 5, Unity
- Software: Maya, Zbrush, Houdini, Substance Painter, Substance Designer, Zbrush, Speedtree, Blender, Cinema 4D, Photoshop, Redshift, Arnold, Vray, Arnold, Niagara, Perforce, Github, SmartSVN
- Languages: Python, Java, C#, C++, HTML

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