Mayen McClain   3D/Technical Artist

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EXPERIENCE

Schell Games, *September 2022 - Present*
Lead 3D Environment/Technical Artist - 3 Unannounced Game Titles(Unreal Engine 5)
Responsibilities:
- Led a small art team while working directly with engineering and game design, which resulted in
- Led level design for terrain and environment in collaboration with engineering.
- Researched and documented art style in Unreal Engine 5 production.
- Created custom procedural tools utilizing Unreal Engine 5's Procedural Generation tool and Geometry Scripting to speed up other discipline workflows.

3D Environment Artist - Among Us VR: Polus Point(Unity)
Responsibilities:
- Created 3D Hard Surface and Organic environment rooms
- Created custom 3D modular kits and trim sheet textures for environment spaces.
- Heavily optimized environment scenes through lighting techniques, mesh combining, texture atlasing, and material/ shader complexity techniques.

Second Shift Games LLC., *December 2024 - Present*
Lead 3D Artist(Part-time) - Unannounced Game Title(Unreal Engine 5)
Responsibilities:
- Provided art consultation and project art direction in collaboration with design and engineering.
- Created customizable runtime procedural 3D models.
- Integrated customizable universal shader material for the art style.
- Created and integrated spaceship particle VFX.

Schell Games, *October 2021 - September 2022*
3D Associate Game Artist - Among Us VR (Unity) & Silent Slayer: Vault of the Vampire (Unreal Engine 4)
Responsibilities:
- Responsible for modeling, lighting, and optimizing rooms for Among Us VR.
- Documented material exploration and created interactive game assets.
- 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.

ID Tech, *August 2021 - November 2021*
3D Game Instructor
Responsibilities:
- Mentored and created lessons for kids between the ages of 8 and 16 in programs such as Maya, Blender, Adobe Premiere Pro, Adobe After Effects, and Unreal Engine 4.

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

SKILLS
- Character Rigging, Tool Creation, Scripting, Animation, 3D Modeling, VFX, Photogrammetry, AR, VR, Rendering, PBR, Shader Development, Level Design, Lighting, Unreal Engine 4 & 5, Unity
- Software: Maya, Zbrush, Houdini, Substance Painter, Substance Designer, Zbrush, Speedtree, Marmoset, Knald, Blender, Photoshop, Niagara, Perforce, Git, SmartSVN
- Languages: Python, Java, C#, C++, HTML

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