

Mark McDole | Digital Artist

Portfolio: <http://www.markmcdole.com> | markmcdole@gmail.com

Profile

I'm an enthusiastic digital artist, passionate about bringing ideas to life and committed to creating cool stuff of the highest quality. I have a diverse set of skills that enable me to tackle a wide range of projects, including photo editing, graphic design, website mockups, video editing, 3D modeling and animation. I've created epic video game levels, made my own website, and I can play a mean guitar solo! I'm excited by new creative challenges, and can learn any tool needed for the job. See my portfolio website for examples of these projects and more.

Adobe Creative Suite Experience

Photoshop

- Website Mockups for personal and client projects
- Seamlessly tiled game textures from photographs
- Photo manipulation, resizing, and touch-ups

Premiere

- Promotional gameplay videos for game levels
- Editing for short films and animation reels

Illustrator

- Hand-drawn cartoon characters using Wacom tablet
- Text based logo graphics for game and video projects
- Created clean and elegant vector art for fun

Flash

- Co-created flash game "Tasty Tubin" for The Brewing Network at the Great American Beer Festival

Animation Experience

- Using 3ds Max, Maya, and Lightwave, I have developed game animations, character voice acting segments, and short films both professionally and for fun!
- Created game animations for WayForward Technologies between 2008 and 2014
 - Used proprietary 2D segmented sprite tool to animate large characters and bosses for Nintendo DS
 - Animated 3D characters for sports game on Nintendo Wii using 3ds Max
- Trained by some of the best animators in the business while studying 3D character animation in an 18 month animation program at Animation Mentor

Video Game Design

- My design goal is to create memorable, tightly paced gameplay experiences that hold nothing back and leave the player wanting more!
- Created original game levels for Left 4 Dead 2, Doom, Quake, Portal 2, and more
- Familiar with many popular design tools, such as Hammer, GtkRadiant, Unity, and Unreal Engine
- Created the smash hit Left 4 Dead 2 campaign Devil Mountain, an epic adventure featuring a wide variety of highly detailed environments, 5 distinct maps, and memorable moments of high action. It currently has a 97% positive rating on Steam Workshop (seriously, even if you don't hire me you should check it out!)

Work Experience

21st Amendment Brewery (2017) - Freelance Illustrator

- Used Adobe Illustrator to create packaging artwork to be used on an upcoming nationally released beer

WayForward Technologies (2008 - 2014) - Freelance Animator

- Created gameplay character animations using 3ds Max and WayForward's 2D segmented animation tool
- Contributed to 5 Shipped Titles, most recently Shantae and the Pirate's Curse

Education

B.A. in Art - Emphasis in Conceptual/Information Arts
San Francisco State University - Fall 2004

Diploma in Advanced Character Animation Studies
Animation Mentor - Fall 2006

Other Skills

3ds Max (3D modeling/UV mapping) - HTML/CSS Web Design - Sketching and Drawing - Playing guitar