



## shading & lighting

317.525.5587  
mark.d.mckinsey@gmail.com  
www.markmckinsey.com

## experience

### **Surfacing Artist** **Mainframe Studios**

Vancouver, BC

February 2021 - Present

Surfacing Artist on an untitled Barbie animated film for Netflix. Working on both **characters** and **set pieces** using Substance Painter and Maya. **Build shaders** to existing style and project rendering requirements using RenderMan.

### **CGI Artist Contractor** **Apple**

Sunnyvale, CA

November 2019 - October 2020

**Collaborated** with team members to execute finely art directed product images. **Iterating** existing files with ever changing CG assets in short periods of time. **Understand and adapt** shading networks and lighting with high detail to art directed reference images.

### **Lighting Artist** **Falcon's Treehouse - Digital Media Division**

Orlando, FL

July 2017 - July 2019

Lit environments and characters rendered in **360°** using Redshift. Set up **render layers** and **AOVs** for compositing. Collaborated and problem solved with a small team of artists to maximize rendering and artistic quality. Interpreted and translated 3D lighting setups based on key lighting script images. **Composited lighting**, and explored managing a full composite project for National Geographic.

### **Sets Technical Director, Shading Intern** **Pixar Animation Studios**

Emeryville, CA

September - December 2016

Worked collaboratively in an **animated feature film** production (*Cars 3*). **Defined material attributes** of assigned props appearing in the film using The Foundry's Katana. **Followed art direction** and team input. Primarily **utilized procedural techniques** coupled with painted ptex maps in Paint3D.

### **Scene Assembly Intern** **Blur Studio**

Los Angeles, CA

June - August 2016

Helped develop and finalize **set assets** for scene assembly, with a focus on shading, lighting, and set dressing. Explored new **shading techniques**, considering the studio's emphasis on procedural textures and layered shaders. Learned and adapted to the studio's high-quality **professional production pipeline**. **Took direction** from show supervisors.

## tools/skills

**Tools.** Autodesk Maya. Autodesk Mudbox. Substance by Adobe. The Foundry's Nuke/NukeX. The Foundry's Katana. Paint3D. Marvelous Designer. Pixologic's ZBrush. Autodesk 3DS Max. The Foundry's MARI. XGen. Adobe Creative Suite. Houdini Lighting.

**Rendering.** RenderMan. Redshift. Arnold. V-Ray.

**Systems.** Linux. Windows. Mac OS.

**Skills.** Shading and texturing. Lighting. Integration. Grooming. Rendering. Troubleshooting. Programming Concepts (C++ & Python). 3D Modeling. Basic Rigging. Concepting. Design. Drawing. Digital Photography.

## recognition

**Orlando LGBT Youth Alliance facilitator/mentor.** 2018-2019.

**Hope & Help S.T.Y.L.E. Design volunteer.** 2018-2019.

**Senior Film Selected to Screen at Over 30 International Film Festivals Across 5 Countries.** 2017-2018.

**Interviewed by Palm Springs LGBTQ+ USA Today Online Magazine, Desert Outlook, About Senior Film.** 2017.

**SCAD Dean's Award for Achievement in Animation.** 2017.

**Featured on the Disney Internships and Programs Blog.** 2016.

**Work Selected for SCAD's Student Portfolio Reel.** 2016-2017.

**Studied Abroad for SCAD's Hong Kong Academic Program.** 2015.

**Participated in a Class Mentorship by Dreamworks Animation Artists.** 2014.

**Academic & Artistic Honors Scholarship, SCAD.**

**Interests.** Digital Photography. Music. Storytelling. Figure Skating. Musicals. Animals. Singing. Travel. Chipotle.

## education

### **Savannah College of Art and Design**

Bachelor of Fine Arts in Visual Effects

Minor: Technical Direction

Graduated **June 2017**

Magna Cum Laude