Jonathan McMahan

3D Game Artist

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Education:

- **Texas A&M University**   **Graduation Year: Spring 2022**
  - Major: Bachelor of Science in Visualization
  - Minor: Game Design
  - Prairie View A&M University   **Attended 2018-2019**

Experience:

- **Engineering Research/Graphic Design**   **Fall 2019 – Current**
  - Created graphic designs using Illustrator for two projects
  - Doing research on how to help freshman engineers and Latino/as' have more success in their college education
- **Cosmic Colony**   **Fall 2019 – Fall 2019**
  - Participated in Chillennium to make a video game and used Photoshop and Illustrator to make the artwork.
- **Twisted Daylight**   **Fall 2020 – Fall 2020**
  - Worked with a team to create a video game and used Photoshop, Zbrush, Maya, and Substance Painter.

Skills and Interests:

- **Technical Skills**
  - Maya, Substance Painter, Substance Designer, Photoshop, Illustrator, InDesign, Adobe XD, Rhino, Dimension, Autocad, Python, C++, Processing, MS Office, RenderMan, Google Documents and Sheets, Zbrush
- **Soft Skills**
  - Creative and well organized. Great at problem solving. Work well with teams whether in leadership or being a follower. Conscious to the people around me and love helping those who want it. Quick learner, try my best to improve my skills. Love hearing critiques on my work and try to give my best critique to people who want it.
- **Interests**
  - Playing video games (Kingdom Hearts, Final Fantasy, Nier Automata, Phantasy Star Online 2, Persona 5, League of Legends), learning Japanese, drawing

Membership/Awards/Showings:

- **Membership**
  - Current Member: Siggraph, TAGD, JLCC (Japanese Language Culture Club)
  - Member Active: VIZ 2D (Fall 2019 – Spring 2020)
- **Showings**
  - Visualization show displaying two of my works. A Notan piece and   **Fall 2019** colored pencil drawings.