

JIMMY MAC

3D MODELER

Toronto, Canada
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OBJECTIVE

Seeking opportunity to build my knowledge and experience in the 3D modeling department to create assets for compelling stories. Looking to collaborate with a passionate team to further build my technical and practical knowledge

RELEVANT EXPERIENCE

MAXWATERFLOW | 3D GENERALIST

MARCH 2022 TO PRESENT

Created 3D Modeled Assets that are pipeline ready for Product Renders and Product Animation
Worked closely with the Marketing and Graphic Design lead to create compelling assets to strengthen brand identity

WORK EXPERIENCE

CNS TAX & ACCOUNTING | DATA ENTRY CLERK

SEASONAL

Recorded physical documentation from clients into a digital format for accessible overview
Organized and sorted documentation neatly for easy filing and storage

WALMART | MERCHANDISING ASSOCIATE

JULY 2017 TO AUGUST 2018

Rearranged shelves and end-cap display to add new products or modified pre-existing shelf layout
Answered any questions of customers regarding where product locations were

EDUCATION

SENECA COLLEGE SCHOOL OF CREATIVE ARTS AND ANIMATION

SEPTEMBER 2018 TO APRIL 2021

Received training in Autodesk Maya, for Animation, 3D Modelling, Lighting, FX, and Rigging
Learned traditional hand drawn animation skills, including principles of animation, and workflow

SHERIDAN COLLEGE VISUAL AND CREATIVE ARTS

SEPTEMBER 2015 TO APRIL 2016

Received further instructions on color theory and explored painting mediums such as oils, acrylic, egg tempura, and water color

Received further instructions on anatomy and the human body

SHERIDAN COLLEGE ART FUNDAMENTALS

SEPTEMBER 2014 TO APRIL 2015

Received instruction in basic anatomy and life observation drawing
Learned about basic concepts of perspective in drawing systems

SKILLS & ABILITIES

LANGUAGES

English and cantonese

DIGITAL

Autodesk Maya, Blender, Zbrush, Substance Painter, Procreate, Adobe Premier and Adobe Photoshop

References will be available upon request