

JIMMY MAC

3D Modeler

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OBJECTIVE

3D Modeler with experience creating production-ready assets and a strong foundation in organic and hard-surface modeling. Eager to contribute to storytelling through high-quality 3D Assets and collaborate with a passionate team to further build my technical and practical knowledge.

RELEVANT EXPERIENCE

MAXWATERFLOW – 3D Generalist

March 2022 – August 2024

- Created production-ready 3D assets for animation and product renders using Blender.
- Modeled both hard-surface and organic assets with clean topology optimized for production
- Collaborated cross-functionally with Marketing and Design teams to ensure alignment between 3D visuals and brand direction.
- Incorporated stakeholder feedback to revise assets in line with creative and technical specifications.

ADDITIONAL WORK EXPERIENCE

CNS TAX & ACCOUNTING – Data Entry Clerk (Seasonal)

- Digitized and organized client records for accessible, secure storage—ensuring detail accuracy and efficient data retrieval.

WALMART – Merchandising Associate

July 2017 – August 2018

Organized merchandise on shelves and end-cap displays to optimize product visibility and layout appeal.

EDUCATION & TRAINING

CGMA MASTER ACADEMY - Intro to Production Modeling

September 2024 – November 2024

- Learned industry-standard 3D modeling workflows with emphasis on clean topology and production-ready assets.
- Practiced translating 2D concepts into 3D models using Maya and ZBrush, with focus on animation-friendly geometry.

SENECA COLLEGE – SCHOOL OF CREATIVE ARTS AND ANIMATION

September 2018 – April 2021

- Trained in Autodesk Maya for modeling, lighting, FX, and rigging; gained experience in 3D production pipelines.
- Studied traditional hand-drawn animation principles alongside digital animation workflows.

SHERIDAN COLLEGE – VISUAL AND CREATIVE ARTS

September 2015 – April 2016

- Studied color theory, figure drawing, and painting across various mediums.

SKILLS

- **3D Software:** Maya, ZBrush, Blender, Substance Painter, Unreal Engine
- **Rendering & Texturing:** Arnold, Photoshop
- **Other Tools:** Procreate, Premiere
- **Languages:** English, Cantonese, French
- **Soft Skills:** Excellent communication, collaborative mindset, organized and adaptable in fast-paced environments