

Kevin McCullen

LinkedIn: <https://www.linkedin.com> Email: <http://mccullen.kevin@gmail.com> Website: www.mckevin.com

Phone: 619-919-7374

- 4 Games Brought to Market, Mobile and PC
- Software Experience: Maya MotionBuilder, After Effects, Photoshop, Nuke, Jade, Unity, Carbon, Unreal 4, ANIMVR, Blender, Spine, ForgeLight
- Windows, Excel, Word, Outlook, Scrum, Unreal Engine, Photoshop, Jira, Confluence
- Programming Languages: Python, C, C#, Mel API, Motion Builder API, Carbon Engine API
- Skills: Previsualization, Rigging, 3d Animation, Typography, Character Performance, Motion Graphics

TITLES BROUGHT TO MARKET

Game of War, Mobile Strike, Final Fantasy – A New Empire and an Unreleased I.P.

PROFESSIONAL EXPERIENCE

Daybreak Games

10/2018 to Present

Technical Artist

Developing an exciting unannounced AAA game title based on a world-class IP for PC, Xbox, PlayStation and Nintendo Switch

- Manage state machine logic, graph flows for animations tied to a proprietary crowd animation system
- Implement and manage cinematic cameras and gameplay cameras
- Animate shaders
- Convert joint animation into vertex animated maps
- Manage vertex animation shaders for crowd features in proprietary MMORPG engine Carbon
- Collaborate with designers to prototype a locomotion system to further camera control features within the Carbon engine
- Developed a bridge to move art assets from Maya to the Carbon engine
- Scripting engine level Python for cinematic and crowd tools
- Scripting additional tools in Python including a tool to process joint positional data as inputs for camera post-effect parameters
- Provide rapid scene layout for cinematic scenes using mocap and Maya time editor

MZ Game Studio

03/2015 to 04/2018

Associate Animator

MZ Game Studio designed and developed the Game of War, Mobile Strike franchises for mobile

- Rigged 3d mobile quality biped, creature and vehicles for map assets
- Animated locomotion and combat sets for content updates

- Created sprite composites for promotional sales material, utilizing modeled 3D Typography, rigged characters, and particle effects authored in the Jade Engine
- Wrote formal feedback and bug reproduction steps for tools engineers during pipeline development
- Developed a visual style emphasizing squash and stretch for low-poly 3d animated cartoony characters, to be implemented with the technical restraints in Unity
- Previsualized animations for outsourcing, and wrote animation feedback

Legend 3D

11/2014 to 02/2015

3D Compositor

Created the film "The Walk"

- Converted film to stereoscopic 3d using Nuke and internal proprietary software

Sony Online Entertainment

04/2014 to 06/2014

Animation Intern

SOE designed and developed the Planetside franchise for PC and PS4

- Applied motion capture data processes inside the Planetside 2 animation pipeline

AWARDS & PERSONAL PROJECTS

Goblin Bash

1st Place Winner San Diego Game Jam 2015

- Responsible for the pixel art animations and VFX for a 3 day project
- <https://www.youtube.com/watch?v=EENKcwIxx2vQ>

Super Fighter Alpha

Fighting game project developed in Unity

- Created original 3D models
- Animations created in Maya and Unity
- VFX implementation in Unity
- <https://www.mckevin.com/projects>

AnimVR Animations and Models

Personal Instagram projects

- Developed 3D models and animated them
- [Instagram/KevinMcCullen](https://www.instagram.com/kevinmccullen/)

EDUCATION

Art Institute, San Diego, CA

2014