

Michael McDonald

Sr. Lighting Artist at Deep Silver Fishlabs (Previously at Weta and EA)

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Summary

- 12+ years in the games industry and 15 shipped titles
- Skilled at real-time lighting for worlds and cinematics
- Deep understanding of light, form and colour theory
- Experience with photography and working with EV
- Excellent verbal and written communication skills
- Strong understanding of performance optimisation
- Art mentorship and leadership experience
- Skilled in task planning and time scheduling
- Natural problem solver with a holistic approach
- Passionate, motivated, accountable and influential

Shipped Game Titles

- “Dr. Grordbort’s Boosters” (**Sr. Artist**) – Magic Leap / Weta Workshop (Magic Leap One)
- “Dr. Grordbort’s Invaders” (**Sr. Artist**) – Magic Leap / Weta Workshop (Magic Leap One)
- “Need For Speed: No Limits VR” (**Sr. Specialist Artist**) – EA / Firemonkeys (Google Daydream)
- “Need For Speed: No Limits” (**Sr. Specialist Artist**) – EA / Firemonkeys (iOS/Android)
- “Real Racing 3” (**Mid-Level Artist**) – EA / Firemonkeys (iOS/Android)
- “Need For Speed: Most Wanted” (**Mid-Level Artist**) – EA / Firemonkeys (iOS/Android)
- “Mass Effect: Infiltrator” (**Mid-Level Artist**) – EA / IronMonkey (iOS/Android)
- “The Sims: FreePlay” (**Mid-Level Artist**) – EA / IronMonkey (iOS/Android)
- “Dead Space” (**Mid-Level Artist**) – EA / IronMonkey (iOS/Android)
- “Need For Speed: Hot Pursuit” (**Mid-Level Artist**) – EA / IronMonkey (iOS/Android)
- “Need For Speed: Nitro” (**Outsourced Artist**) – EA / Firebrand Games (DS)
- “The Sims 3: World Adventures” (**Outsourced Artist**) – EA / IronMonkey (iOS)
- “Path of Exile” (**Environment Artist**) – Grinding Gear Games (PC)
- “Petanque Pro” (**Technical Lead**) – Bigben Interactive / Mere Mortals (Wii)
- “World Sports Party” (**3D Artist**) – Ubisoft / Mere Mortals (Wii)

Specialties

- Lighting pipelines, PBR shaders and Global illumination
- Team communication between art, code design, producers and leads
- Team mentorship, documentation, task scheduling and agile scrum
- Lighting interior/exterior cinematics and real-time environments
- Capturing the visual style of a project through the use of lighting
- Optimisation and profiling for lighting and atmospheric effects
- Photography - working with ISO, shutter speed, EV, and aperture
- Concept art, look-development, paint-overs, and marketing art assets

Software Skills

- Photoshop (17+ years)
- Maya (14+ years) / 3ds Max
- Unity Engine / Unreal Engine 4
- Custom in-house engines
- Substance Suite / Quixel
- After Effects / Premiere Pro
- Perforce / SVN / Jira
- In-house proprietary tools

Education

2006-2007 **Graduate Diploma of Game Development** – MDS – *Auckland, NZ*

- Recipient of the Sidhe Interactive Scholarship for 2006.

2005 **Diploma of Multimedia** – Natcoll Design Technology – *Wellington, NZ*

Experience

Aug 2020 – Present



Senior Lighting Artist

Deep Silver FISHLABS – *Hamburg, Germany*

- Working with the Art Lead, Creative Director, and Producers to help define the artistic style and mood of our game through the use of lighting, colour, and atmospherics.
 - Collaborating with Technical Artists to improve visual features and performance.
 - Enhancing emotional storytelling and gameplay experiences through the use of light.
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Jul 2020 – Aug 2020



Matte Artist – (Short term contract)

Weta Digital – *Wellington, New Zealand*

- Created extended shot environments using 2.5D and 3D methodologies.
 - Developed assets and lookdev to support work across the Matte Paint department.
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Dec 2016 – Jul 2020



Senior Artist

Weta Workshop / Magic Leap – *Wellington, New Zealand*

- Assisting our Senior Graphics Engineers and Art Director to successfully establish a hyper-realistic look for our game titles by the creating a PBR based lighting pipeline.
 - Collaborating with Engineers and SDK teams to improve rendering and performance.
 - Creating real-time and baked lighting for all our environments as well as managing colour grading, atmospherics, reflection probes and creating custom shaders.
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Apr 2013 – Dec 2016



Senior Specialist Artist

Firemonkeys / Electronic Arts – *Melbourne, Australia*

- Created realistic interior/exterior lighting involving IBL's, skydomes, LUT's, reflections, lightmaps, and optical effects for night/day open-world environments.
 - Providing look development images, proof of concepts, visual target images, pre-vis videos, and marketing assets to assist with the projects visual direction.
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Apr 2010 – Apr 2013



Mid-Level Artist

Firemonkeys / Electronic Arts – *Melbourne, Australia*

- Modeled and textured real-time environments, characters, vehicles and props for a wide variety of game titles on iOS and Android platforms.
 - Collaborated with designers and Art Leads to ensure environments were effectively facilitating gameplay, free of bugs, and of high visual quality.
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Oct 2009 – Mar 2010



3D Artist – (Contract)

Tin Man Games – *Melbourne, Australia*

- Provided outsourced art assets for IronMonkey Studios and Firebrand Games.
 - Created environment models and textures for games on iOS and Nintendo DS.
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Aug 2009 – Sep 2009



Environment Artist – (Contract)

Grinding Gear Games – *Auckland, New Zealand*

- Created tileable environment assets to support procedurally generated levels.
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Jul 2008 – Jul 2009



3D Artist / Lighting Artist

Mere Mortals NZ – *Auckland, New Zealand*

- Created cinematic lighting and real-time art assets for game titles on Nintendo Wii.
- Established lighting methods and optimisation techniques for the team.