

## JOHN MCDONALD

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### EDUCATION

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**Ringling College of Art & Design**, Sarasota, FL  
B.F.A. May 2016, Major: Computer Animation, GPA:3.4/4.0  
**Thesis:** a 5 minute animated film emphasizing strong character/environment models, visual storytelling, and cinematography.

**Hasbro Workshop**, Ringling College of Art + Design, Sarasota, FL, Fall 2014  
Advanced concepts and techniques for combining elements and creating models for toy production both traditionally and in Z-Brush.

**Massapequa High School**, Massapequa, NY, GPA: 3.7/4.0, Graduated 2012, Honor Roll, National Art Honor Society

### MODELING / DESIGN EXPERIENCE

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**Digital Sculptor**, Hasbro, Burbank, CA – Current

Worked closely with 2D designers under time-sensitive deadlines to develop digital models for products in the Disney Princess, Disney Frozen, Star Wars and Dreamwork's Trolls toy lines:

- Responsible for modeling numerous characters, props, and accessories in a wide variety of styles, ranging from realistic to highly stylized.
- Worked closely with Hasbro's designers, Disney Consumer Products and Lucas film ltd. to ensure the stylistic integrity of the various franchises stays consistent.
- Engineered the articulation of each toy called out by the designers, in addition to prepping digital models for 3D printing.

**Dimensional Designer**, Walt Disney Imagineering, Glendale, CA - Summer 2015

In collaboration with Walt Disney Animation studios, sculpted 2 highly articulated animatronic characters for the *Frozen* attractions at Disney Parks.

- Using model sheets and direction from art directors, sculpted digital maquettes of classic Disney characters using ZBrush.
- Collaborated with character animators, ensured the physical sculpt fit the range of motions proposed by the CG character; ensured the sculpt stayed "on model."
- Tested a variety of materials and fur so final product matched the look and feel of the character from the film, and cooperate with the mechanisms driving the animated functions.

**Lead Modeler / Co-Director / Technical Director**, "*The Wishgranter*" Ringling College, Sarasota, FL. 2014-2015

When a Wishgranter's daily routine turns to chaos, a change of heart causes him to do everything in his power to grant a wish. Worked closely with Visual Development Artists and Animators to build and refine character models and rigs for production in a 5 minute animated short film:

- Using Maya and Zbrush, translated visual development's 2D work into 3D models, props, and environments.
- Created and refined facial rigs, textures, cloth simulations, hair, and dynamics for characters and props.
- Directed and approved team's work to assure all models and rigs were production ready and fit the needs of the animators and the film's visual style.

### Awards and Competitions

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- **43<sup>rd</sup> Student Academy Award® Winner** – "The Wishgranter"
- **Walt Disney Imagineering's Imaginations** – First place  
**Team Lead (Modeling and Story)**, developed 3D models and team-lead for ride experience, and story
- Conducted research and developed concept focusing on guest experience, interactivity, and visual storytelling.
- Assured designs and guest experience reflected the overall story of the experience.
- Designed various interactive props; created physical and computer generated concept models, and illustrations using Photoshop and Maya
- Successfully pitched project to Disney executives.

### TECHNICAL SKILLS / Personal

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Proficient in Autodesk Maya, Zbrush, Pixar Renderman, Ncloth, Nhair, Dynamics, The Foundry's Nuke, AdobeCS6, Photoshop, Illustrator, Premier Pro, 3D printing, and Microsoft products, on Mac and PC platforms. Skilled in traditional art techniques and media including drawing, acrylics, gouache, clay, urethane foam, casting with plaster, various foams, fiberglass, and model painting. Theme park enthusiast, and toy collector.