

Maia McDonald

3D Animator

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SUMMARY

Disciplined 3D animator with extensive experience in both hand-key and motion capture projects in the game and entertainment industry. Works closely with adjacent creative teams to deliver on time and in spec with client needs. Adapts quickly to new technology and software and is detail oriented. Main animation software is Maya and MotionBuilder.

EXPERIENCE

SuperAlloy Interactive — Motion Capture Animator

JANUARY 2024 - OCT 2024

Responsible for cleaning, retargeting, and polishing Xsens motion capture data for gameplay and film using MotionBuilder.

Provided facial/body cleaning, props and fingers, scene assembly, and vehicle animation for cinematics in *Six Days in Fallujah*.

Sole mocap animator for reshoots on Netflix film, *The Electric State*.

IMMANENT TV — Contract 3D Animator

SEPT 2023 - DEC 2023

Animated creatures, props, and cameras in Maya for Excision's NEXUS Tour by developing engaging sequences based on storyboards.

Handled fixes and edits for other team member's sequences.

SuperAlloy Interactive — Jr. Mocap Animator

MAY 2023- SEPTEMBER 2023

Responsible for the ongoing animation, cleanup, and delivery of all relevant animation projects within the animation, video game, and film pipelines.

Ran shot list in PeelCapture and Shotgrid during live motion capture shoots.

Blunt Action — Contract 3D Animator

FEBRUARY 2023 - APRIL 2023

Provided creature animation and clean up on multiple 3D billboards advertising "*Dungeons and Dragons: Honor Among Thieves*."

Assisted with cleaning and editing 3D billboard for a Coca Cola display.

PROGRAMS

Autodesk Maya

MotionBuilder

Unreal Engine 5

Shotgrid (Flow)

PeelCapture

Adobe Creative Suite

Blender

Substance Painter

EDUCATION

Massachusetts College of Art and Design Boston, MA — BFA in Animation

AUGUST 2016 - MAY 2020

Universal Phoenix Group LLC — Animation Intern

JUNE 2020 - AUGUST 2020