

# AVERY MACKÉ

# GAME DEVELOPER & ARTIST

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## PROJECTS

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### 3D Artist & User Interface Designer, *Grimstone Valley*

Bradley University | August 2023 - August 2024

- Collaborated with a team of 6 students to create a game in a start-up studio environment, from initial concept and prototyping to a final demo-length product
- Modeled, rigged, and animated 3D human and creature characters based on concept art
- Implemented all player and enemy animations in Unity
- Designed all user interface layouts, and created and implemented all 2D art assets in Unity

### Creative Director & Character Artist, *Wicked Wizards*

Bradley University | August 2022 - May 2023

- Collaborated with a team of 38 students to create a networked multiplayer game in Unity
- Facilitated communication between functional teams to ensure a cohesive creative identity
- Managed the game's creative direction, identified target audience, and made executive decisions
- Modeled and textured all three humanoid player models, and worked in collaboration with character animators

## EXPERIENCE

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### Graduate Teaching Assistant, Bradley University

Peoria, IL | August 2023 - May 2024

- Provided art-focused feedback and critique on two senior capstone games
- Observed students and evaluated their individual and team performance

### Mobile App User Interface Designer & Artist, *Ferret Out Companion App*

Peoria, IL | May 2022 - January 2023

- Developed a mobile app edition of a board game in Unity with on a 3-person development team
- Designed all user interface layouts for mobile devices and created all interface art assets
- Communicated with clients regularly and adapted to client feedback

## EDUCATION

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### Bradley University, Master of Science in Game Design and Development

Peoria, IL | August 2023 - August 2024

- Concentration in 3D Modeling, Animating and User Interface Design

### Bradley University, Bachelor of Science in Interactive Media Game Design

Peoria, IL | August 2019 - May 2023

- Minor in Studio Art, concentration in Drawing

## SKILLS & SOFTWARE

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- Game Engines: Unity Game Engine & Visual Studio, Godot
- 3D Software: Blender, Autodesk Maya, ZBrush
- Adobe Creative Suite: Photoshop, After Effects, Substance 3D Painter, Illustrator
- Soft Skills: Communication, Collaboration, Adaptability, Creativity, Leadership, Time Management