

Peter McCord

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Objective

To obtain a technically and creatively challenging position in the visual effects industry.

Technical Qualifications

	Highly Skilled	Proficient	Familiar With
Software	Maya, Renderman for Maya, Mental Ray, Photoshop, After Effects, Maxon Body Paint 3D	Unreal Engine, 3DS Max, Zbrush, Mudbox, Illustrator, Topogun, 3D Coat	Houdini, XSI, Mel, Python, C++, RSL
Platforms	Windows	Macintosh	

Skills

- Accomplished in 3D design: modeling, texturing, lighting, UV unwrapping, and compositing
- Completing production pipelines from concept to final product
- Capable of troubleshooting and solving issues quickly in a high pressure environment
- Excel at working in large groups and communicating with peers
- Experienced in art fundamentals: drawing, painting, and 2D design.

Work Experience

- **Woodforest National Bank** – Management Team/ Retail Banker **Apr 2004-Present**
 - Branch operations supervisor and teller. Responsibilities include opening accounts, issuing CDs/IRAs, and providing customer service and account maintenance.
- **GameStop, Inc.** – Assistant Manager **Mar 2002-Apr 2004**
 - Store operations supervisor and game consultant. Responsibilities included providing insight with console and PC games (FPS and sports genres).

Relevant Experience (www.utd.edu/~pam062000)

- **Night of the Day Laborer** – University of Texas at Dallas **Jan 2009-May 2009**
 - Modeled, UV unwrapped, and textured the main boss, Giant Robot. UV unwrapped and textured the main character, Arturo. UV unwrapped and textured Office Bot and Security Bot. Models and textures for Unreal Engine.
- **The Longest Moment** – University of Texas at Dallas **May 2008-May 2009**
 - UV unwrapped and textured the main character, Clay. Created light set-ups for multiple scenes. Rendered and composited final scenes.
- **Other Projects** **Aug 2006-Present**
 - Examples of low and high poly modeling for video games and film.
 - Multiple instances of UV unwrapping and texturing models and scenes.
 - Examples of lighting and compositing for models and scenes.

Education

University of Texas at Dallas, Richardson, TX
BA in Arts and Technology with Cum Laude Honor

December 2009