

Colin McNamee

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EXPERIENCE

Omni Valve, Remote — Animator

Oct 2023 - PRESENT

I am currently working on creating animated instructional videos for various Omni Valve Products.

Drifto, Remote — 3D artist, level designer, sound designer

Sept 2023 - April 2024

Drifto is a free mobile game on the IOS App Store and Google Play Store. I worked with oversight from the game's developer and produced 4 levels, 6 vehicles, overhauled the UI, and created varied engine sound effects for each of the vehicles.

Medium Landscape + Design, Portland OR — Architectural Visualizer

Aug 2023- Sept 2023

I worked with landscape architect Michael Moyers at Medium Landscape + Design to create visualizations of his designs, bringing together data from drawings, Sketchup, and Revit to create stylized renderings to communicate design ideas clearly to clients.

Dan Teibel, Remote — Designer

Sept 2020 - October 2020

Using Fusion 360 I created a model of a humidity shield for an outdoor thermometer to be injection molded.

EDUCATION

University of Oregon, Eugene OR — Product Design

Sept 2021 - PRESENT

I am currently in my senior year of college studying Product Design at the University of Oregon.

Franklin High School, Portland OR

Sept 2017- June 2021

I attended Franklin High School for my secondary education

SOFTWARE

Blender

Maya

Solidworks

Fusion 360

Rhino 3D

Unity 3D

Unreal Engine

Scratch

Aseprite

Figma

Affinity Designer

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Premiere

PROJECTS

Stellar Symbols — Emojis for people with speech disabilities

I designed and published a library of 600+ emojis designed to help people with speech disabilities communicate through usage on AAC devices

Orb — A unique desk lamp concept

For a lighting design class in college I designed and built a working desk lamp.

Jewelry Collection

For a jewelry design class I designed and manufactured a collection of jewelry and sold them at a market

3D model of my childhood home — Visualizing a potential remodel

My parents wanted to remodel their kitchen so I made a 1:1 replica of the first floor of their house in Blender to help visualize what a remodel might

look like.

Video game design

For almost all of my life I have been making small video games for fun. I spend more of my time making games than I do playing them.

Insect Action Figures— 3D printed

For a product design class in college I designed and 3D printed three fully poseable action figures modeled after insects native to Oregon.

Procedural Building Creator— Using Blender's geometry nodes

I created a procedural system for generating photorealistic building assets using Blender's "geometry nodes" pipeline

SKILLS

Drawing
Woodworking
Metalworking
Sewing
Electronics
C#
HTML
CSS
UI/UX design