

Colin McNamee

3D artist | <https://colinmc.name/e> | 1+(503) 515-1955 | colinomcnee@gmail.com

EXPERIENCE

Freelance, Hybrid— Architectural Visualizer

Feb 2025 - PRESENT

I am currently working with clients to 3D model potential home kitchen renovation options.

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.

SOFTWARE

Blender

Maya

Solidworks

Fusion 360

Rhino 3D

Unity 3D

Unreal Engine

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Premiere

Affinity Designer

Affinity Photo

Affinity Publisher

Aseprite

Figma

SKILLS

3D modeling

texturing

UV mapping

rigging

lighting

compositing

3D printing

digital drawing

woodworking

metalworking

sewing

electronics

C#

HTML

CSS

UI/UX design