

Colin McNamee

3D artist | <https://colinmc.name/e> | 1+(503) 515-1955 | colinomcnaee@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 animating instructional videos for 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 produced 4 levels, 6 vehicles, overhauled the UI, and created sound effects for the game.

Medium Landscape + Design, Portland OR — Architectural Visualizer

Aug 2023- Sept 2023

I worked with landscape architect Michael Moyers at Medium Landscape + Design to visualize 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 CAD modeled 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