Colin McNamee 3D artist

https://colinmc.name/e | colinomcnamee@gmail.com

EXPERIENCE

Freelance, Hybrid— Architectural Visualizer

Feb 2025 - PRESENT

- 3D modeled the first floor of a house including furniture and appliances
- Edited the model in real time during meetings to explore renovation options
- Created a VR walk-through for the client to visualize the space

Omni Valve, Remote — Animator

Oct 2023 - PRESENT

- Directed and produced three 30-second instructional videos
- Animated cutaways, smoke, fluids, and mechanisms

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

Sept 2023 - April 2024

Drifto is a mobile arcade game with over two million downloads

- Produced 4 new levels, bringing the total to 10
- Modeled 7 new vehicles for the game
- Overhauled the UI
- Designed promotional materials
- Acted as community manager, oversaw a decrease in toxicity in the community

Medium Landscape + Design, Portland OR — Architectural Visualizer

Aug 2023- Sept 2023

- Combined data from drawings, Sketchup, and Revit
- Created stylized 3D renders to communicate design ideas clearly to clients

Dan Teibel, Remote — Designer

Sept 2020 - October 2020

Modeled a humidity shield for an outdoor thermometer in Fusion 360

EDUCATION

University of Oregon, Eugene OR — Product Design

Sept 2021 - PRESENT

Graduated from the University of Oregon in 2025 with a BFA in Product Design.

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
Wordpress

SKILLS

3D modeling
texturing
UV mapping
rigging
lighting
compositing
3D printing
digital drawing
woodworking
metalworking
sewing
electronics
C#
HTML
CSS
UI/UX design
product design