

Peter McCord

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Objective

To obtain a technically and creatively challenging career in the video game or visual effects industry

Technical Qualifications

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

- **University of Texas at Dallas** – Teaching Assistant for Todd Fechter **Aug 2010-Present**
 - Instruction of ATEC 3327.001, introduction to composition and lighting
 - Responsibilities include showing students the basics of Maya's lighting, compositing, and texturing system, taking attendance, and grading assignments.
- **Woodforest National Bank** – Assistant Manager **Apr 2004-Present**
 - Operations supervisor, scheduling
 - Provide customer service, account maintenance, CDs/IRAs
- **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)

- **Walter Winslow Dungeoneer** – University of Texas at Dallas **Aug 2010-Present**
 - Flash animation for the main character Walter Winslow and enemy Flumph
 - Total of 15-20 animations
- **Pint Sized Crusaders** – University of Texas at Dallas **May 2009-May 2010**
 - Flash animation for 3 of the 4 main characters
 - 20-30 animations per character
- **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
 - Models and textures for Unreal Engine

- **The Longest Moment** – University of Texas at Dallas
 - UV unwrapped and textured the main character, Clay
 - Created light set-ups, rendered, and composited multiple scenes

May 2008-May 2009

- **Other Projects**
 - 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

Aug 2006-Present

Education

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

December 2009