

# Tianna McDonald

## Contacts

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## Skills

### Animation Software

Autodesk Maya, ZBrush, Marvelous Designer, Marmoset, Wrap3D, UE4, Substance Painter, World Machine, After Effects, Clip Studio Paint, Harmony 21, Storyboard Pro

### Other Software

Photoshop, Illustrator, Premiere, Autodesk Meshmixer, Articulate 360, Tinkercad, Canva, Cura

### Interface Design

Sharepoint, WordPress

### Suites

Adobe Creative Suite, Microsoft Suite, GSuite

### Personal Skills

Visual Presentations, Communication, Illustration, Advertising, Research

## Affiliations

### Women in Animation

Member

### Black N' Animated

Member

### Ujima Global Leaders

Scholarship recipient, member

## Interests

### Fine Arts

Illustration, Acrylic, Gouache, Jewelry Making, Bookmaking

### Community Service

### Social Justice

### Learning Languages

### Travel

## Education and Affiliations

Sept 2019 - present  
Boston, MA **Candidate for a B.F.A in Media Arts and Animation**  
Northeastern University Class of 2023  
GPA 3.801 - Dean's List

## Project Experience

Sep 2022 - present  
Boston, MA **3D Generalist: Interactive Character Dioramas**  
Anim Pre-Production, 3D Model(s), 3D Assets

- Recreated 2D scenes from Studio Ghibli's *Porco Rosso* and *Howls Moving Castle* to create dynamic and expressive interactive 3D character dioramas
- Characters modeled and sculpted using ZBrush
- Modeled assets in Maya and Marvelous Designer
- Textured and painted using Substance Painter
- Diorama compiled in Marmoset

June 2022 - July 2022  
Boston, MA **Character Designer & 3D Modeler: Neti Project**  
Character Design for Animation, 3D Model

- Conceptualized and designed Neti character using research, shape language, and unrefined/refined grayscale silhouettes
- Modeled character and assets in ZBrush
- Posed, painted, and textured in ZBrush

Jan 2022 - May 2022  
Boston, MA **Virtual Environment Artist: Ancient Temple Project**  
Virtual Environment Design, 3D Model, Virtual Terrain

- Created value compositions, refined color compositions, and concept art of selected environment composition
- Modeled, UV mapped, and textured hero element using Maya, ZBrush, and Substance
- Generated World Machine terrain, imported into UE4 and designed virtual environment
- Animated scene using UE4

## Professional Experience

Aug 2022 - present  
Boston, MA **Animation TA & Lab Monitor**  
College of Arts, Media and Design

- Assist students with troubleshooting conceptual, technical, and general issues related to their 3D projects
- Serve as a general resource for all animation students

April 2022 - Aug 2022  
Boston, MA **Freelance Visual Development Artist & 3D Modeler**  
Rohana Game, Visual Development, 3D Model(s)

- Conceptualized world building, lore, characters, and environments with team mates
- Illustrated and designed characters, environments, and assets for the game
- Modeled 3D assets in ZBrush and Maya

July 2021 - Dec 2021  
Boston, MA **Instructional Design and Learning Experience Designer**  
Northeastern Environment, Health, and Safety Office

- Conceptualized graphics and postings for EHS website, labs, shops, and spaces
- Created logos for rebranding of the company to OARS
- Created short animations and motion graphics for instructional safety trainings in Articulate 360