

Jonathan Mccoy

CG Artist

jmccoyart.com

EXPERIENCE

Moonbug Entertainment, Remote, LA— CG Generalist 2021 - 2023

Modeled various CG assets for the Cocomelon animated show.

Lit and rendered CG scenes for social media marketing campaigns and promotional content, contributing to the expansion of the brand presence of Cocomelon.

Scripted tools for Maya using Python, taking multi-step tasks and streamlining them into more simplified processes. I specifically created a project directory creation and naming tool, standardized light rig importation tool, and a selection-based light linking/unlinking tool.

Spearheaded the process of maintaining and organizing folder structures, naming conventions, and asset reference documents within my department, improving the process of finding and repurposing assets for reuse in new projects.

LVLV Studio, New York, NY— CG Artist 2019 - 2021

Modeled, textured and lit scenes for a variety of commercials and print ads based on references, client briefs and concept art.

Composited and lit shots for integration in live action footage and as standalone CG images and animations. Addressed clients' notes to meet project specifications.

Consistently maintained high quality standards and promptly delivered assets for time sensitive projects.

Psyop, New York, NY - 3D Modeler/Lookdev Artist 2019

Commercial: "Awesome Workout" for Cricket Wireless

The Mill, New York, NY— 3D Artist 2015 - 2019

Created and textured CGI assets for numerous projects in a variety of art styles and mediums including television commercials, VR and AR applications.

Executed creative changes and incorporated critique while maintaining an organized and efficient iterative process, facilitating rapid integration of feedback.

Directed junior artists to studio tools, pipeline workflows and CG techniques to assist in their onboarding process and artistic development.

SKILLS

Modeling/Sculpting

Texturing

Lookdev

Lighting

SOFTWARE

Autodesk Maya

Zbrush

Substance Painter

Nuke

After Effects

Photoshop

Redshift

Arnold

Mari

Blender

EDUCATION

Rochester Institute of Technology (2015)

BFA - Film and Animation