

Tristan MacDonald

Skills:

- Document Writing
- 2D and 3D art and animation
- QA testing
- Game and Level Design
- One page sell sheets

Programs:

3D Studio Max, Maya, XSI Softimage, Adobe Photoshop, Adobe Illustrator, Adobe Flash, Promotion, Microsoft Word, Microsoft Excel, Game Maker, Unreal

Education:

April 2011 Video Game Design Diploma, College of the North Atlantic, Stephenville NL

April 2006 Digital Animation Diploma, College of the North Atlantic, Stephenville NL

April 2004 Two Years of General Studies, Sir Wilfred Grenfell College, Corner Brook NL

June 2002 Academic Diploma, Appalachia High School, St. George's, NL

Completed Projects:

NL Grid – A 3D, online, learning environment developed by Memorial University

Steel and Steam: Episode 1 - A Retro style RPG available for download on PC

Cube Samurai Run – An endless runner, action game available on Android and iOS

Work Experience:

October 2014 -- Present Freelance Artist

August 2013 -- June 2014 Game Tester, 2D and 3D Artist for Red Meat Games.

April 2012 -- August 2013 Graphic Artist//Game Designer for College of the North Atlantic and Memorial University