



JOHN DONALDSON

CG Layout Artist

CONTACT

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johndonaldson.com

SKILLS



Maya



Presto Animation System



Renderman



Unreal Engine



Adobe Suite



Nuke



Google Suite



Houdini

FESTIVAL SELECTION

- ★ USA Film Festival
- ★ Dallas International Film Fest
- ★ National Film Fest for Talented Youth
- ★ Austin Action Fest
- ★ Austin Under the Stars Fest
- ★ Austin Spotlight Film Festival
- ★ Austin Revolution Film Festival
- ★ Reading Film FEST
- ★ BEST SHORT FEST
- ★ Pegasus Film Festival
- ★ 8+ More

Work Experience

2022 - Rough/Final Layout Artist Big Grin Productions

- Responsible for layout sequences in production of short film "Luka and the Lights"
- Working in a professional environment, updating scenes based on DP/Director notes.
- Completing Rough Layout in Autodesk Maya and assisting technical pipeline into Unreal Engine 5 for Final Layout.

2021 - Pixar Undergraduate Program Pixar Animation Studios

- Participated in a 12 week summer internship in Pixar's production pipeline.
- Created projects in layout, set dressing, modeling, rigging, FX, and lighting.
- Worked in a team of peers to complete a CG short film in a two week period.
- Completed the layout of a deleted production scene as a capstone personal project with feedback and critique from industry professionals.
- Gained experience working professionally in the feature animation industry.

2019-2021 - Department Aide Texas A&M Dept. of Visualization

- Responsible for organizing department-wide events of 400+ participants.
- Directing teams of volunteers to produce animated interstitials for our end of year show.
- Filming, animating, and developing structural and promotional material for the department.
- Managing equipment lab and print lab.

Education

Texas A&M University, Class of 2022

Bachelor of Science in Visualization with a cumulative GPA of 3.78

Project Leadership

2020-2022 - Director / Lead Layout "Surface Deep" Short Film

Directed a team of 30 students to complete a 4 minute CG animated short film. This is the largest animated film production created independently by students at Texas A&M to date. My duties also included lead editorial, lead story development, project management, character animation, render TD, compositing, and sound design.

2019-2020 - Director / Lead Layout "Overthrow" Short Film

Completed a 3 minute CG animated short film with a team of 4 peers. I was additionally responsible for lead editorial, lead story development, project management, character animation, crowd simulation, FX, render TD, compositing, and sound design.

Volunteer Experience

2019-Pres. - Industry Relations Officer TAMU ACM SIGGRAPH

- Responsible for contacting and booking professionals from different areas of the animation industry to speak at university chapter events.
- Launched supplemental "TAMU ACM SIGGRAPH Industry Podcast" where I interview guest speakers on their niche in the world of animation.
- Fully producing, editing, and advertising the Industry Podcast as a resource for my peers.
- Liaison for mentorships and reel reviews between club members and guest speakers.

2014-2019 - Broadcast Camera Operator Lake Pointe Church

- Filmed on primary broadcast camera for live events with crowds of 3000+ people.
- Captured live music and public speech using professional grade equipment.
- Worked on mounted cameras, tracks, cranes, and handheld rigs.

Publications

2019 *Explorations* "Mixed Reality: The VR Experience Visualized"

Donaldson, John M.

"Mixed Reality: The VR Experience Visualized." *Explorations: The Texas A&M Undergraduate Journal*, vol. 11, 2019.