

# Billy Mac Donald

## Concept Artist

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### Experience

**Environment Designer - Giant Animation** March 2023 - Present

Designing 3D sets and props for a TV series in development

**Art Director & Concept Artist (Freelance) - The Candy Bear** Dec 2022 - Present

Art Direction and Concept Art for an action-comedy series

**Background Artist (Freelance) - Studio Meala** Summer 2022

Created expressive painterly backgrounds for a short film

**Concept Artist (Freelance) - Surfing Giant Studios, LA** Spring 2022

Environment design and pitch development for future project

**Concept Artist - Transformers: BotBots** 2020 - 2021

Created location and prop concepts for Netflix action-comedy series

**Concept and BG Key Artist - Memento Mori** 2020 - 2021

Created location and prop concepts as well as many Key BGs on Paul O'Flanagan's victorian gothic horror short.

**BG Key Artist - My Little Pony: Pony Life** 2019-2020

Created Key Backgrounds with a punchy illustrative style

**Concept Artist - Vis Dev on Pre-School 3D Series** 2019

Created early dev concepts for locations, props and story beats

**Background Artist - Transformers: Rescue Bots Academy** 2018-2019

**Background Artist - Danger Mouse Season 2** 2017-2018

### Milestones

Completed 8-week VisDev class with Kellan Jett 2023

Participating in monthly Script Writing Club 2022

Enrolled in Harvard's CS50 Intro to Computer Science Course and Participated in Game Development Jams 2021

Completed 5-week ZBrush Course with Sean Forsyth 2019

### Skills & Interests

- Strong 2D painting and drawing skills with Photoshop
- Some basic 3D modelling knowledge using ZBrush, Blender & Maya
- My hobbies include painting, photography, climbing and learning about game development/programming