

Donald Carling

[LinkedIn Profile](#) [Portfolio Website](#)

(937)-478-7348 | carling.donald@gmail.com

EXPERIENCE

Black Kite Studios / VFX Artist

Jan 2021 – Present

- Crafted over 30+ VFXs within Unity, having created all sprites and meshes used within them.
- Produced over 20+ shaders using Unity's node-based system to create dynamic materials for VFXs.
- Made concept art for each VFX and incorporated feedback into final designs as implemented them.

The Beamer / Unity Video Artist

Jan 2021 – Jul 2021

- Produced with team 3 educational science videos about the COVID virus and vaccines using VEGAS Pro and Sound Forge. Rendered environments, VFXs, and image sequences in Unity.
- Animated 70+ animations and facial mo-cap across 6 different character rigs using Maya.

The Beamer

June 2018 – Dec 2018 (Intern)

Game Artist/Designer

Dec 2018 – Nov 2020

- Main role consisted of crafting over 80+ VFXs for division's released Steam game, *Stardust Mystery (SM): Building the Universe*, and educational videos. Implemented effects in Unity game in code through C#.
- Modeled props for environment in Maya and Blender, and finalized UI elements with Illustrator and GIMP.
- Produced intro/ending cinematics and 10 educational videos with team using VEGAS Pro and Sound Forge. Rendered environments, VFXs, and image sequences in Unity, and animated character rigs in Maya.
- Created 2D art assets for 16 story scenes, 45+ items assets, and 10 backgrounds for *SM: Raptor Adventure* and *SM: Searching for My Stardust* (Prototype/Alpha) both released on Itch.io.

Acme Nerd Games / 2D Art Intern

May 2018 – Sep 2018

- Learned and used Illustrator to create 2D vector isometric assets for the game *Dane Changers*.
- Responsible for meeting all requirements of third-party companies that wanted their buildings in the game.

Becker College | Teacher Assistant (Principles, Life Drawing)

Jan 2018 – Dec 2018

- Assisted students in learning fundamental art skills during art instructors' lessons.
 - Provided constructive criticism and feedback to help foster positive growth within the classroom.
-

SKILLS

- **Software:** Unity (C#), VEGAS Pro, Sound Forge, Visual Studios (C++), Microsoft Suite, Plastic SCM
 - **Art Software:** Photoshop, Illustrator, Maya, Blender, GIMP, Clip Paint, GraphicsGale
 - **General:** VFX, Storyboarding, character design, digital art, video production, management, research
-

EDUCATION

Becker College, Worcester, MA

Bachelor of Arts in Interactive Media: Game Design Concentration, Art Specialization, Dec 2018

Honors: Alpha Lambda Delta, Alpha Chi, Dean's List (All Semesters), Summa Cum Laude (4.0 GPA)

ACHIEVEMENTS / VOLUNTEERING

- *Academic Achievement Award* (2017) | Becker College
- *PAX East Becker College Booth Volunteer* (2017, 2018)
- *Aspiring Scholars Award in Game Design* (2017, 2019) & *Game Art* (2018) | Becker College
- *D. Llewellyn Evans Scholarship* (2016–2018) & *John Hancock Scholarship* (2016–2018) | Becker College