

ZOE MCCARTHY

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OVERVIEW

Environment artist with an emphasis on Metaverse Design.

EXPERIENCE

Lead Environment Artist: VR

Librarium Inc

January 2022 - Present

- Collaborating across departments to establish visual, spatial, and puzzle design for multiple levels of a VR education game
- Building environments and assets in Blender
- Optimizing models and textures to be used in VR
- Integrating assets into Unity
- Managing junior artists

Lead Environment Artist: Metaverse

Raspberry Dream Land

June 2021 - Present

- Building detailed and highly optimized environments in Blender based on concept art and established creative direction
- Developing complex shaders and light rigs, baking lightmaps
- Converting textures and shaders to formats suitable for Metaverse platforms
- Applying animations and atmospheric effects within Unity and Mozilla Hubs
- Managing and mentoring junior artists
- Project Management for both virtual and physical production

3D Generalist and Real-time Foliage Expert

XFrog Inc

November 2021 - Present

- Managing extensive digital library of 3D foliage assets
- Procedurally creating foliage assets with Xfrog software
- Building naturalistic open world environments in Unreal engine
- Converting shaders and geometry for optimization in real-time applications such as Marmoset toolbag, Sketchfab, and Unreal engine
- Creating realistic plant renders in V-Ray, Corona, Arnold, Fstorm, and Cycles

Freelance Designer and Animator

Human NYC, ATM Magazine, Dylan Elliot, Mary Mary Film, Choreograf Productions, NAGP, Groundup Music, The Lava House

August 2017 - Present

- Creating and organizing promotional assets for social media presentation, including video, motion graphics, and typography
- Producing 3D animations for music videos, websites, and film titles

REFERENCES

Duane Mathes

CEO, Librarium

duane@librarium-vr.com

Brian Arthur Sanchez

CEO, M-Brain Entertainment

brian@m-brainentertainment.com

Nick Gutschow

Chief Science Officer, Librarium

nick@librarium-vr.com

Kyle Baerlocher

Lead Concept Artist, RDL

kylebaerlocher@gmail.com

EDUCATION

Bachelor of Fine Arts

University of the Arts

Class of 2017

Illustration

EXHIBITIONS

20/92 Video Festival

Philadelphia, PA

Icebox Project Space

February 2022

Real or Imagined

Providence, RI

Attleboro Arts Museum

June 2021

Inliquid: New Now

Philadelphia, PA

June 2021

Radical Empathy

Washington DC

June 2020

Soup Experimental

Tallahassee, FL

Portal 4- Visual Projections

May 2018

Light City

Baltimore, MD

Video Feature "On Demand",

April 2018

SKILLS

Adobe Creative Suite

- Photoshop, Illustrator, InDesign, After Effects, Mixamo

Blender, 3ds Max, Cinema 4D

- Modeling, Rigging, Texturing and UV Mapping, Baking, Retopology, Physical Simulations (Particles, Fluids, Cloth)

Unity, Unreal Engine, Mozilla Hubs, Spark AR

- Shaders and Materials, Animation Controllers, VFX Graph, VR Development, Optimization

Cycles, Eevee, V-Ray, Corona, Arnold, Fstorm

- Rendering, Shader development

Touchdesigner

- Beat Detection, Live Midi Controls, Audio Reactivity, Particle systems, Feedback, Mesh Displacement