

Macie Landon

CG Generalist

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SKILLS

Specialties: 3D modeling, surfacing, lighting, animation, rigging, layout, rendering, storytelling, visual composition, virtual production

Software: Blender, Maya, Substance 3D Painter, Photoshop, Unreal Engine 5, DaVinci Resolve, Premiere Pro, ZBrush (basic), Houdini (basic)

Technical: Python (basic)

EXPERIENCE

3D Modeling & Virtual Reality Developer Intern

Jan 2025 - May 2025 | Cleveland, OH

NASA Glenn Research Center

- Created 3D assets and AR/VR visualizations to communicate aeronautics concepts to broad audiences, blending technical accuracy with visual storytelling.
- Selected as 1 of 2 featured speakers for NASA's internship webinar to share application strategies and insights with over 1,150 attendees.

Director of Photography

May 2025 - Aug 2025 | College Station, TX

The Experiment - Virtual Production Student Project

- Directed camera work and lighting in Unreal Engine and during filming to enhance mood and composition, mirroring feature-animation layout and lighting processes.
- Advised on set design to support visual tone in collaboration with the set designer and industry mentors.
- Earned one festival award and secured official selection in four additional film festivals.

Environment Design Lead

Jan 2024 - May 2024 | College Station, TX

The Hunt - Student Project

- Collaborated with a five-student team over 16 weeks to produce an animated short film, overseeing environment modeling and surfacing.
- Developed photo-scanning texture pipeline to automate asset surfacing, improving production efficiency and visual realism.
- Included in SIGGRAPH 2024 Faculty Submitted Student Work Exhibit and Vizagogo 31.

Character & Animation Lead

Aug 2024 - Dec 2024 | College Station, TX

Cucny's Playhouse - Student Project

- Led character and animation development for survival horror game with a team of seven students over 16 weeks in Unreal Engine.
- Modeled, surfaced, rigged, and animated a fully realized creature character, translating concept art into a compelling in-game performance.

Freelance 3D Asset Designer & Graphic Designer

Aug 2017 - Present

Roblox - Entrepreneurial

- Produced 200+ optimized 3D assets for the Roblox digital marketplace, accumulating **4M+** total sales worldwide.
- Designed engaging game icons and thumbnails achieving millions of views through strong composition, lighting, and environment design.

PROFESSIONAL DEVELOPMENT

Adobe Substance 3D Student Ambassador

June 2025 - Present

- Collaborated with Adobe experts to refine texturing and lighting skills for animation production pipelines using Substance 3D tools.

"Breaking In as a CG Artist" Mentee

Sept 2025 - Present

- Received mentorship from industry artist through Women in Animation, focusing on professional development and growth as a CG artist.

SIGGRAPH Student Volunteer

May 2024 - Aug 2025

- Supported Denver 2024 and Vancouver 2025 conferences while networking and learning from industry professionals and fellow students.

AWARDS

Aggie Vizzers at EA Award (2024)

- Recognized for innovation and team leadership in game and animation projects. Selected by alumni at Electronic Arts.

Gathright Phi Kappa Phi Outstanding Junior (2025)

- Awarded by College deans to most outstanding junior based on academics, research/creative work, community engagement, and achievements.

EDUCATION

Texas A&M University

Bachelor of Science, Visualization | GPA: 3.905

College Station, TX

Expected Graduation: May 2026