

Dagny Mahoney

3D Character Artist

[Artstation.com/DagnyMahoney](https://artstation.com/DagnyMahoney)

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Farmington Hills, MI

(734) 808-2061

Software

Zbrush

Maya

Substance Painter

3D Coat

Photoshop

Unreal Engine

Miro

Skills

Sculpting

Texturing

Texture Baking

Optimization for Game

2D Illustration

3D Rendering

Rigging

Second Degree Blackbelt

Experience

College for Creative Studies

Teacher's Assistant - Detroit, MI

Sept – Dec 2023

- Assisted in teaching 31 students 3D software including: Maya, Zbrush, Substance Painter, Unreal Engine.
- Taught 31 students 2 introductory level zbrush classes including: navigation in Zbrush, how to use polygroups, beginner brushes, how to achieve/maintain symmetry.

FAAC Incorporated

Internship - Ann Arbor, MI

June – Aug 2023

- Created high-resolution license plate textures for 3D modeled vehicles to run in police simulations
- Edited photos to create promotional images

MegaraStreams

Freelance, Commission - Remote

Aug – Sept 2021

- Created caricature of streamer
- Created branding for streamer including: avatar, banner, starting soon screen, ending soon screen.

Education

College for Creative Studies,

Entertainment Arts: Game Design - Detroit, MI

Anticipated Graduation May 2024

- Lead 3D Character Artist in Sponsored Studio course
- Esports Valorant Team Captain
- 3D Character Artist in Game Projects course

Created NPC for main storyline

Washtenaw Community College,

Liberal Arts-MTA, Associate in Arts - Washtenaw County, MI

Graduated 2020