

Gus McClain ANIMATOR AND RIGGING ARTIST

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Work Experience

- Freelance Animator | [Hornet, Remote](#)

July – Sep. 2025 / Aug. – Dec. 2024

 - Tasked with CG animation, character rigging, and previsualization on seven spots for Kroger, USPS, and Hotels.com
 - Delivered polished animation across 20 unique shots totaling over one minute. Also did layout and blocking animation for 4 shots
 - Authored character models and rigs in CG for pitching brand campaigns to internationally recognized corporations.
- Co-Founder & Animation Director | [Angus Animation, Los Angeles, CA](#)

December 2024 – Present

 - Creating both hand-drawn and CG animation tailored to advertising and rebranding our clientele’s businesses.
 - Charged with creating polished visuals and rendered images for the purposes of pitching in-development consumer products.
 - Chiefly responsible for directing animation, procedural character rigging, previsualization / layout, and visual development.
- CG Generalist Intern | [Hornet, New York, NY](#)

June – August 2024

 - Was assigned to create CG work on commercial spots for Kroger and Brisk Iced and trained for Hornet’s animation pipeline.
 - Utilized Advanced Skeleton to build CG facial rigs, and authored poses for a 3D-printed stop-motion animation.
- Instructor of Record | [Texas A&M University](#)

August – December 2024

 - Creating lecture materials and assignments for a class focused on the CG animation pipeline in Maya and Unreal Engine 5.
 - Assisting students in creating full animated projects through in-class lectures, office hours, and recording video demos.
- Animation Peer Teacher | [Texas A&M University](#)

Aug. 2023 – Apr. 2024 / Jan. – May 2025

 - Overseeing students and recording demos to assist with rigging and animation. Lecturing and holding office hours.

Recent Animated Projects

- [Kroger Holiday – All the Lonely People](#) | [Hornet & Kroger](#)

June – August 2024

CG Generalist, Previsualization, Animation

 - Responsible for all layout, blocking, and character animation across nine shots for Kroger’s animated holiday advertisement.
 - Created models, surfaces, and rigs for photoreal props and set pieces to populate a colorful and kinetic environment.
- [CUBELAND](#) | [Independent Animated Film in development](#)

August 2024 – Present

Director. Responsible for all Layout, Rigging, Animation, Lighting, and Rendering

 - Creating a four-minute short film, visualized from storyboards to final render. Modeled and rigged ten unique characters.
 - Responsible for all animation and lighting across 47 shots. Utilizing Unreal Engine 5 for all layout, lighting, and rendering.
- [Cluck’d Up](#) | [Summer Industry Course with artists from DreamWorks & Meta](#)

May – August 2023

Lead Visual Development, Lead Rigging, Lead Animation

 - Mentored by artists from DreamWorks Animation and Meta. Responsible for storyboarding, all rigging, and character animation.

Leadership & Involvement	Education	Awards & Accolades
VIZ-A-GOGO	Texas A&M University	Outstanding Graduate Student 2025
• Lead of Branding: 2024 - 2025	Master of Science in Visualization	TAMU PVFA Scholarship
ACM SIGGRAPH, TAMU	• Graduated 2025	CUBELAND
• Lead of Graphic Design: 2022 - 2024	• GPA: 4.0	Best in Time-Based Media Viz-A-GoGo 32 2025
• Lead of Member Development: 2021	Bachelor of Science in Visualization	Cluck’d Up
2D VISUAL DEVELOPERS	• Graduated 2023	Best in Show Viz-A-GoGo 31 2024
• Lead of Graphic Design: 2022 - 2024	• Studied Abroad in Bonn, Germany	The Chronicles of Skeeter
		Best in Time-Based Media Viz-A-GoGo 31 2024