

# Gus McClain ANIMATOR AND RIGGING ARTIST

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## Work Experience

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

July – Sep. 2025 / Aug. – Dec. 2024

  - Delivered CG animation, character rigging, and previsualization on seven spots for Kroger, USPS, and Hotels.com.
  - Developed and polished animation across 20 unique shots totaling over one minute; layout and blocking done across 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, branding, and promoting our clientele’s businesses.
  - Taking charge of 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

  - Created CG work on commercial spots for Kroger and Brisk Iced Tea and trained for Hornet’s unique animation pipeline.
  - Utilized Advanced Skeleton to build CG facial rigs, authored assets for 3D-printing, and shipped assets for Unreal Engine 5.
- 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](#)

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

  - 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.
- [CREATURE FEATURE](#) | [Animated Web Series with Angus Animation](#)

October 2025 – Present

Director of Animation. Responsible for Visual Development, Rigging, Layout, and Animation

  - Creating thirty-second animated episodes featuring dynamic character performance and solving elaborate technical challenges.
  - Responsible for all rigging and animation for four shorts in development and leading visual design for look and character.
- [Cluck’d Up](#) | [Summer Industry Course with mentorship 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 Student2025
• Lead of Branding:2024 - 2025	Master of Science in Visualization	TAMU PVFA Scholarship
ACM SIGGRAPH, TAMU	• Graduated 2025	<a href="#">CUBELAND</a>
• Lead of Graphic Design:2022 - 2024	• GPA: 4.0	Best in Time-Based Media, Viz-A-GoGo 322025
• Lead of Member Development:2021	Bachelor of Science in Visualization	<a href="#">Cluck’d Up</a>
2D VISUAL DEVELOPERS	• Graduated 2023	Best in Show, Viz-A-GoGo 312024
• Lead of Graphic Design:2022 - 2024	• Studied Abroad in Bonn, Germany	<a href="#">The Chronicles of Skeeter</a>
		Best in Time-Based Media, Viz-A-GoGo 312024