

# 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

### VIZ-A-GOGO

- Lead of Branding: 2024 - 2025

### ACM SIGGRAPH, TAMU

- Lead of Graphic Design: 2022 - 2024

### 2D VISUAL DEVELOPERS

- Lead of Graphic Design: 2022 - 2024

## Education

### Texas A&M University

- Master of Science in Visualization

- Graduated 2025

- Bachelor of Science in Visualization

- Graduated 2023

- Studied Abroad in Bonn, Germany

## Awards & Accolades

### Outstanding Graduate Student

2025

### TAMU PVFA Scholarship

### CUBELAND

Best in Time-Based Media, Viz-A-GoGo 32 2025

### Cluck'd Up

Best in Show, Viz-A-GoGo 31 2024

### The Chronicles of Skeeter

Best in Time-Based Media, Viz-A-GoGo 31 2024