

Gus McClain TECHNICAL CG SPECIALIST & BRANDING FOR ADVERTISING

Texarkana, TX (willing to relocate) | gusmcc10801@gmail.com | 1 (903) 490-8571 | [linkedin.com/in/gus-mcclain/](https://www.linkedin.com/in/gus-mcclain/)

Recent Experience

- Co-Founder, Animator, Client Specialist | *Angus Animation, Los Angeles, CA***

December 2024 – Present

Operator of a boutique animation studio creating animated material tailored to advertising, branding, and promoting our clientele. Taking charge of creating polished visuals and rendered images for the purposes of pitching in-development consumer products. Filming and editing short video content for social media promotion including breakdowns and content related to the industry. Responsible for out-reach and maintaining client relationships. Internally fostering creative growth and developing pitch materials. Directing animation, computerized rigging, product visualization, visual development, and Python scripting technical aspects.
- Freelance Animator & Technical Artist | *Hornet, Remote***

July – Sep. 2025 / Aug. – Dec. 2024

Delivered CG animation, character rigging, and previsualization on seven spots for Kroger, USPS, Hotels.com, and more. Developed and polished animation across 20 unique shots totaling over one minute; layout and blocking done across 4 shots. Utilized Python to develop polished character models and rigs for pitching ad-campaigns and visualizing project development.
- Visualization Program Department Aide | *Texas A&M University***

June 2023 – May 2025

Responsible for renting department supplies to professors and students for use of video projects, classwork, and personal use. Annually lead a team of artists to create branding for VIZ-A-GOGO, including posters, t-shirts, and content for social media. Lead the Marketing and Branding team for the department’s end-of-year artistic exhibition, VIZ-A-GOGO, for two years. Created graphic designs, posters, and videos for the Visualization department in CPVFA. Primary operator of the Print Lab.
- Computer Graphical Team, Intern | *Hornet, New York, NY***

June – August 2024

Created CG work on commercial spots for Kroger and Brisk Iced Tea, and trained for a 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. Responsible for daily instruction and mentorship in areas of Visual Development, Technical Animation, and Python coding.
- Graduate 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. Holding “Dailies” meetings with students to evaluate and assess progress on class and personal work.
- Research Assistant | *VIRL LAB, College Station, TX***

September – December 2022

Created digital assets for a training simulator designed to educate and prepare individuals in the field of nursing. Responsible for modeling assets in CAD software and transferring them for final look and render in Unity game engine.

Leadership & Involvement	Education	Awards & Accolades	
VIZ-A-GOGO	Texas A&M University	Outstanding Graduate Student	2025
• <i>Lead of Branding:</i> 2024 - 2025	Master of Science in Visualization	<i>Best in Time-Based Media, Viz-A-GoGo 32</i>	2025
ACM SIGGRAPH, TAMU	• <i>GPA: 4.0</i>	<i>Best in Show, Viz-A-GoGo 31</i>	2024
• <i>Lead of Graphic Design:</i> 2022 - 2024	Bachelor of Science in Visualization	<i>Best in Time-Based Media, Viz-A-GoGo 31</i>	2024
• <i>Lead of Member Development:</i> 2021	McLeod ISD High School	<i>Class Valedictorian, McLeod ISD</i>	2019