

TY MCCAW

3D Generalist

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EDUCATION

Pennsylvania College of Art & Design, Lancaster, PA

Bachelor of Fine Arts | Animation and Game Art | Expected Graduation: May 2026

SKILLS

- 3D Modeling: Environment, Prop, and Character Design Suite
- Animation Techniques (2D & 3D)
- Digital Sculpting
- Rendering & Texturing
- IC3: Internet Core Competency Certification - Digital Literacy

PROGRAMS

Adobe Creative

Autodesk Maya
ToonBoom Storyboard
ToonBoom Harmony
Unreal Game Engine

COURSEWORK & PROJECT EXPERIENCE

Game Art II - Advanced game art asset production and techniques for implementing into game engine software.

Preproduction - Emphasis on development of concepts - idea generation, shot lists, scripts.

Visual Development I - Generation of character, environment, vehicle and prop design that have strong story and/or gaming potential

Baku in DreamWorld | *Game Development Project*

Spring 2025

- Collaborating in a 10-member team to develop a digital game from ideation to production.
- Specializing in 3D level design and programming, ensuring immersive and interactive environments.
- Designing a narrative-driven experience where Baku interacts with forest spirits to find their way home.

Tools & Skills: Utilizing Maya, Blender, Photoshop, and Unreal Engine 5 to create and implement game assets.

Knight's Journey | *Senior Thesis Animated Film*

Spring 2026

- Independent Film following the entire development process and pipeline for story creation and production
- A set of short films created in 3D program and utilizing 2D artwork and texturing also done by hand
- Story and promotion are also created to advertise and market the film, every step is done personally.

Tools & Skills: Utilizing Maya, FireAlpaca, Adobe Illustrator, Adobe Premiere, and Adobe After Effects

EXPERIENCE

Camp Instructor

June 2022

Hagerstown Community College: College for Kids, Hagerstown, MD

- Developed and led engaging educational activities for students in a summer camp setting.
- Created a dynamic learning environment that balanced education and fun.
- Managed student behavior to ensure a positive and inclusive classroom experience.
- Provided individualized support to students to enhance their learning and creativity.
- Communicated with parents regarding student progress and camp activities.

Skills: Classroom Management | Lesson Planning | Student Engagement | Creative Instruction | Youth Mentorship

3D Lab Monitor

January 2023 – Fall 2025

Pennsylvania College of Art & Design, Lancaster, PA

- Oversee daily operations of the 3D lab, ensuring a safe and organized workspace.
- Assist students and faculty with proper use of 3D printing, modeling, and rendering equipment.
- Enforce safety guidelines and troubleshoot minor equipment issues.
- Maintain cleanliness and organization of workstations, tools, and materials.
- Provide guidance on best practices for 3D design, equipment usage, and technical workflows.
- Report equipment malfunctions and supply shortages to faculty or technical staff.

Tools & Skills: Equipment Maintenance | Safety Compliance

Agency Internship

Spring 2026

Pennsylvania College of Art & Design, Lancaster, PA

- Collaborating with many peers to create marketing and material for showcasing an exhibition .
- Working to create a motion graphic online social media advertisement for promotion of the event.
- Utilizing artwork collaboratively to create a guided branded look with others.
- Shooting and Addition of Photography and Videography into a variety of material for summer community programs.
- Upkeeping weekly timesheets and monitoring group efforts on independent and collaborative processes.

Skills: Management | Regulation & Planning | Media Engagement | Creative Production | Adapting to many roles