

RONNIE L. MCMILLIAN

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CHARACTER ARTIST | 3D MODELING | TECHNICAL PRODUCTION

Open to temporary hybrid work and relocation to Vancouver, British Columbia

PROFESSIONAL SUMMARY

I am a character artist and seasoned technical production professional. With my knowledge of animation and over 20 years leading teams in technical positions. I have been able to learn how to create characters both stylized and photorealistic from concepts and references. I know Maya, Zbrush, Photoshop, Substance painter and how to create PBR materials. Uv layout, retopo, baking and making sure your model can deform when animated. I understand production and how to meet deadlines

CHARACTER ART SKILLS

Modeling and Sculpting	Maya, ZBrush, high-poly and low-poly workflows, anatomy, likeness studies
Texturing and Materials	Photoshop, Substance Painter, PBR materials, skin, hair, fabric, surface wear
Game Asset Preparation	Retopology, UV layout, map baking, LOD awareness, deformation and rigging support
Production	Reference analysis, visual QC, documentation, prioritization, team coordination, iteration

SELECTED CHARACTER ART PROJECTS

Don Stone Character Production Project Academic Thesis	2024 - Present
- Developed an original character from concept sketches and turnarounds through a production-ready 3D asset, using clear silhouettes, anatomy studies, clothing construction, and reference-driven iteration. - Built high-resolution forms and game-resolution topology in Maya and ZBrush; planned edge flow around the face, shoulders, elbows, hips, and knees to support expressive deformation and animation. - Created UV layouts and baked high-poly surface detail to low-poly maps; authored PBR texture sets for skin, hair, fabric, leather, and weathered accessories in Substance Painter and Photoshop. - Prepared separated facial and body components for rigging, including eyes, eyelids, mouth shapes, hands, limbs, and joint overlap; tested poses and revised forms to prevent visible gaps or distortion.	
Football Athlete Likeness Study Simulated EA SPORTS Brief	2020 - 2024
- Created a photo-real athlete bust and full-body uniform study from limited photographic reference, emphasizing facial proportions, anatomical structure, hair grooming, fabric response, and recognizable likeness. - Produced high-to-low detail bakes, efficient UVs, and PBR maps; assembled and reviewed the asset in Unreal Engine under neutral and stadium-style lighting for material and silhouette evaluation. - Documented topology, UV layout, texture maps, and final renders as a portfolio case study designed around current sports-character production expectations.	

Character Accessories and Apparel Set | Practice Project

2010 - 2020

- Modeled and textured modular sports apparel, footwear, hair, and headgear while matching a shared character style and preserving consistent scale, texel density, and material response.
- Used layered garment construction, folds, stitching, seams, and wear patterns to reproduce physical materials in CG while maintaining efficient game-ready geometry.

EDUCATION AND TRAINING

- Senior Thesis in Animation, in progress - character design, 3D modeling, animation planning, visual storytelling, and portfolio development
- Associate Degree, General Computing - Computer Software, 1993
- Associate Degree, Electronic Technology, 1990
- Nortel product-line, leadership, optical carrier, OME 6500, OM 3500, and network systems training

PORTFOLIO FOCUS

Portfolio materials should emphasize photo-real character modeling and texturing, hair, clothing, anatomy, likeness, topology, UV layouts, texture maps, and concept-to-model development.