

MACKENZIE O'CONNELL

Graphic Designer and Concept Artist

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EDUCATION

Michigan State University

Majors: Media & Information & BFA in Graphic Design, Minors: Comic Art and Graphic Novels, Game Design

📅 09/2017 - Ongoing

GPA
3.8 / 4.0

Stevenson High School

ACT: 34

📅 08/2013 - 06/2017

GPA
3.8 / 4.0

EXPERIENCE

Staff Member

Print Lab at Michigan State University

📅 01/2019 - Ongoing

- Assist students and faculty with the print aspect of art projects, including use varying sizes of inkjet printers.
- Instruct students and faculty on file set up for printing on 3D printer and ceramic decal printer.
- Responsible for sign-in and check-out of cameras, microphones, and other sound equipment from the print lab.

Seasonal Staff Member

GameStop

📅 11/2018 - 01/2019

- Assist with sales and customer experience, along with taking down and putting up in-store advertising.
- Responsible for check-outs, trade-in's, and inventory.

Digital Artist

Finals Fright

📅 10/2018 - 12/2018

- Responsible for designing promotional material and concept art for in-game enemies.
- Assisted with set up and execution of event

Member

Spartasoft

📅 09/2017 - Ongoing

- MSU student organization focused on video game design and development. Members seek to make industry contacts and gain relevant skills and experiences through student projects and tutorial presentations.
- Create presentations on different aspects of game design.

Second Degree Black Belt & Staff Member

W. Kim Tae Kwon Do

📅 05/2011 - Ongoing

- Build character, confidence and leadership skills through participation in W. Kim Tae Kwon Do's Leadership Club, a Black Belt and higher organization.
- Responsible for leading classes, mentoring younger students, teaching curriculum with emphasis on martial art forms, breaking, kick combinations and self defense.

FIND ME ONLINE



Art Portfolio

<https://buttondragon.artstation.com/>

AWARDS



Michigan State University Honors College Scholarship Recipient



2017-2018 Illinois State Scholar - Outstanding Academic Achievement



2017 Communication Arts Award



2016 & 2017 Media Arts Student of the Year

TECHNOLOGIES

Game Design & Development

Stencyl

Unity

Unreal Engine

Arts

Adobe PhotoShop

Adobe Illustrator

Adobe InDesign

Autodesk Maya

SubstancePainter

REFERENCES

Dr. Rabindra Ratan

Communication Arts Professor at Michigan State University
rar@msu.edu

Valeta Wensloff

Outreach Specialist (Communication Arts) at Michigan State University
wensloff@msu.edu

Jeremy Gibson Bond

Professor of Practice in Game Design & Development at Michigan State University
gameprof@msu.edu