

Albert McClelland, Jr. • 2D Artist

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als2dart.com



Experience:

Art Director and Co-Founder, One and a Half Beards (Sep. 2012 – Present) Austin, TX:

Acting user interface artist, animator, project manager, concept artist, and beard of a two-man award-winning indie game development team. I've had the pleasure of making our promotional materials for festivals, animations, web ads, signage, and giveaway swag.

Games:

Dwarven Gems – (iOS/Android) Single player puzzle game intended for GojiPlay™ Controller

Plunder Pit – (iOS/Android) Single player puzzle game intended for GojiPlay™ Controller

Blimp Breaker – (iOS/Android) Single player puzzle game intended for GojiPlay™ Controller

A-side V B-side – (Web) Versus game made in 48 hours

Barrels & Bulls – (Web/Tablets/iOS) Co-op Action Strategy game

Must Party Forever – (Web) Single player "Adventure Time" game made in 48 hours

Freelance Illustrator and 2D Animator (Sep. 2006 – Present) United States of America:

Created eye-catching storyboards, illustrations, logos, animations, package designs, and all manner of 2D art ranging from educational infographics to space cadets with exploding heads.

Clients:

C4 SMY - Contract Illustrator

Ink it Labs – Contract File Processor

Karakasa Games – Contract Animator

Health eDesigns – Graphic Designer

Boy Scouts of America – Badge Designer

Mint Brook Meadow Teas – Illustrator

(Other clients available upon request)

Austin Visuals – Contract Storyboard Artist

Learn District – Contract Animator

Inselberge – Graphic Designer

Organic Spa Magazine – Illustrator

Faber-Castell – Coloring book Illustrator

De La Torre Pictures – Contract Storyboard Artist

2D Game Artist, Twist Education, LLC (Nov. 2010 – Apr. 2012) San Antonio, TX:

Responsible for creating appealing 2D art assets for storyboards, games, user interfaces, animations, marketing, and the web while finding opportunities to learn physics and teach new project-relevant software.

Games:

Zombeez – (iOS) 2D Game Artist

Vector Tracker – (iOS) 2D Art Lead

Coulombs Quest – (iOS) 2D Art Lead

Lost in Limbo – (iOS) 2D Game Artist

Unitopia – (iOS) 2D Game Artist

Lemonocity – (iOS) 2D Game Artist

Charge Factory – (iOS) 2D Art Lead

Intern, Clear Channel Outdoor (Jun. – Aug. 2007) San Antonio, TX:

Designed advertisements and promotional materials for an extremely wide size-range of printed formats from A4 promotional pamphlets to full-scale billboards for local businesses.

Skills:

Adobe creative cloud, user interface design, PCs, Macs, traditional animation, game design, typography, calligraphy, fontlab studios, bitmap font generators, microsoft office, audacity, critical thinking, working on a multi-talented team, keeping composure under pressure, grilling-and-eating meats.

Education:

Cleveland Institute of Art (CIA) (Aug. 2006 - May 2010) GPA 3.69

Bachelor of Fine Arts in Illustration with an emphasis in game production and storyboarding.

Awards:

Penguemic: World Domination, Best in Show - IndieCade 2013

Fantastic Arcade 2012, Gamemaking Frenzy Award, 2nd place

C. I. A. Portfolio Scholarship

Eagle Scout Award