

Paschal mc Guire

Visual Designer

31 Sturgeons Way, Hitchin. SG4 0BN

07733270027 | paschalmcguire@gmail.com |

<https://www.linkedin.com/in/paschal-mc-guire-3a15463>

Professional Summary

Innovative and cutting-edge designer seeking to use my creativity, technical skills and marketing knowledge to help design cutting edge transport and environmental solutions. I'm a lifelong designer that is equally comfortable with a pencil as with multiple 2D and 3D digital tools to help simplify complex data and charts to easily communicable ideas.

Skills

Proficient with numerous graphic design platforms, including 3D Max, Civil 3d, Infraworks, Maya, Unity, Adobe CS Suite, Office Suite and other visualisation tools. Able to create the entire pipeline of communication, from a brief to storyboard, wireframe, full video and then PowerPoints and presentations of the final idea for discussion and emailing to clients. I prefer to develop designs find meaningful on multiple levels, often problem solving and prototyping new ways to communicate data that people have never seen.

Work Experience

VP of technical design

RSM

November 2014- August 2018

- Developed and designed all dashboards/ interfaces/ client facing end for 'SIMON' - proprietary dynamic traffic management software currently used in San Jose
- Responsible for visualisation of cutting edge IOT software problems, from how the emerging IOT will talk to vehicles, to how to build virtual cities in steps, to how the final standalone software will operate.
- Responsible for drawing up design plans, wireframes and videos to communicate app interfaces to coders and remote teams.
- Responsible for designing and creating interactive reports containing video and controls to help navigate complex issues.

Lead 3D Artist/Animator

Stick Sports

January 2014- October 2015

Responsibilities included designing and implementing all 3d assets for Stick sports games.

From initial concept drawings, I would model, texture, rig, animate and export all 3D assets from Maya into Unity. Also responsible for design documents for the implementation of design processes and procedures for the creation of bespoke playing environments using in house software.

Animator Artist Roles

Multiple studios | Games

1999- 2011

Headstrong studios, London | Rabbids Rumble; Curve Studios, London | Explodemon, Buzz!: MasterQuiz, Buzz!:Brain Bender, Spongebob Squarepants: Underpants Slam- Xbox 360; Ideaworks 3D, London | Dirge of Cerebus; Perception Studios, Sydney | Stargate SG1; Core Design, Derby | Tomb raider- Angel of Darkness, Tomb Raider: The curse of the sword and Tomb raider: The Nightmare Stone

Freelance Artist/ Designer

Multiple Clients

1996 -2018

From Powerpoint presentations, end of year interactive reports, whiteboard animations, classical animation, 3D explainer videos, business pitches to VR 3D photogrammetry, the list of skills and disciplines is constantly expanding to meet ever changing client needs.

Software Knowledge

3D Max, Civil 3D, Maya, Unity, Zepyr 3DF, Infraworks, ArcGis, Cinema 4D, After effects, Illustrator, Photoshop, Indesign, Premiere, Encoder, Microsoft Office Suite, Keynote, Prezzi

References and bespoke demos of visualisations available on request.