

DEMARCO SCARNEGIE

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EXPERIENCE

- 2019 - 2025 **NOT A SAILOR STUDIOS**, Chicago, IL
Co-Founder; 2D/3D Game Art Generalist
- Published two indie game titles, “A Game About Literally Doing Your Taxes” resulting in 120,000 itch.io downloads and “Buddy Simulator 1984” resulting in 130,000 purchases across Steam, Switch, Xbox, and PS5
 - Cultivated and sustained a growing fanbase with social media and fan engagement across Twitter and Discord
- Buddy Simulator 1984 [2020-2021]**
- Directed, prototyped, and developed artwork and animations using 2D and 3D Unity artwork pipelines
 - Utilized programs such as Maya, Photoshop, Animate, Aseprite, and Unity to create over 400 unique assets, including memorable characters, environments, props, and social media posts
 - Conducted over 40 internal and external playtests and compiled organized, cohesive bug reports
- Mulligan [2022-2023, Discontinued]**
- Created 3 2D-rigged characters using Illustrator, Photoshop, and Unity’s animation and rigging pipeline
 - Modeled and UV-Mapped over 60 stylized 3D environment assets ranging from architecture, vehicles, nature, and furniture, using Maya and working closely in Unity to assist in implementing the assets
 - Prototyped 10 concept art pieces in Photoshop, establishing a strong sense of style and color palette
- Beneath the Frost [2024-2025]**
- 3D Modeled 22 props and 1 fully rigged robot character and remixed over 200 pre-built assets in Maya
 - Animated 15 unique 3D animations including engaging first-person camera-and-arm animations
 - Modified the game’s lighting, post-processing, and particle effects in Unity
- 2019 **SPEEGS MEDIA**, Chicago, IL
Animation/Game Design Intern
- Worked within the constraints of an intellectual property to create a mobile game for children on Android/iOS
 - Redesigned and animated several characters to modernize their appearance for younger audiences
 - Conducted internal playtests for three mini-games within a ten-week period alongside two other coworkers
- 2018 **INTERLOCHEN CENTER FOR THE ARTS**, Interlochen, MI
Animation Technical Assistant
- Taught 30+ students the principals of animation through a focused class curriculum
 - Demonstrated leadership and team building with various exercises and activities for the classroom
- 2017 - 2020 **INFORMATION SERVICES; DEPAUL UNIVERSITY**, Chicago, IL
Technical Training Media Specialist
- Developed over 15 videos and 30 graphics with three other coworkers to raise awareness to DePaul students about the complimentary services the university provides
 - Created a cohesive, step-by-step instructional video series for DePaul’s website-creation tool, SharePoint, to be used by the web team at DePaul University

SKILLS

- Proficiency working with 3D programs such as Maya and Substance Alchemist/Painter using the Unity/Perforce pipeline
- Proficiency in design and animation programs such as Adobe Photoshop, Animate, Illustrator, and Premiere Pro
- Proficiency in character design, concept art, and creating several cohesive Game Design Documents (GDD)
- Experienced in voiceovers, and acted for 6 Motion Capture projects using inertial-based motion capture through Motion Builder

EDUCATION

DEPAUL UNIVERSITY, SCHOOL OF COMPUTING AND DIGITAL MEDIA (2016-2020), Chicago, IL
Bachelor of Fine Arts, Game Design / Minor, Animation – Magna Cum Laude – June 2020