



# Damian M<sup>c</sup>Givney

3D Artist & Generalist // Characters - Environments - Technical Art

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## ABOUT

I'm Damian!

Most know me as Zenuel; I'm a game developer who loves to do a little bit of everything, I'm a deeply passionate creator and have found my calling in 3D art. I have a proficient understanding of Industry tools and workflows and have no trouble working with multiple teams to see a project meet it's vision.

## HISTORY

### Chucklefish, London — Writer, Audio designer

Summer 2012 – Winter 2014

Worked with multiple teams on two projects and helped play-test builds during downtime, collaborated with artists and the audio lead regularly.

### MidBoss, San Francisco — Voice Actor

Fall 2015

I was brought on to work closely with the lead writers and audio team to help bring the characters to life.

### Nintendo of America, Redmond — IT

Summer 2017

Worked for the summer doing technical support for Nintendo systems, both internally and consumer facing, worked on multiple teams to keep things running smoothly.

## PROJECTS

### Scary Tapes — *Lead 3D Character artist*

Feb 2018 - PRESENT

In charge of modeling, texturing, rigging and animating the games primary characters, working closely with the concept artist to ensure each characters personality comes through and the style stays consistent.

### Read Only Memories — *PC, PS4, VO artist*

Fall 2015

Brought my voice to one of the games main characters, Dekker; working along side the writers to ensure consistency in dialogue and tone.

### Starbound — *PC development*

Summer 2012 – Winter 2014

Contributed writing for a sizable chunk of the lore that appears in the game I was also able to work with the lead musician on several audio features that made it into the game.

### Anubis — *AI supplement for Elite Dangerous*

2015

Fully voiced, edited and mastered, programmable voice control system for Elite Dangerous, with over 10,000 downloads.

## EDUCATION

**General Education Diploma,**  
*Gila County Education Service Agency*

Jan. 2011

## SOFTWARE

Unity (Proficient C# knowledge)

Blender

Photoshop

Substance Painter / Designer