

# Donald Carling

[LinkedIn Profile](#) [Portfolio Website](#)

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## EXPERIENCE

**Black Kite Studios / VFX Artist / Acolyte of the Altar** **Jan 2021 – Present (Part-Time)**

- Crafted over 170+ VFXs within Unity and created all associated sprites and meshes for them. VFX includes card and monster abilities, ambience, and UI interactions.
- Produced over 60+ shaders using Unity's node-based system to create dynamic materials for VFXs.
- Created over 50+ 2D skeletal rig animations for 9 player and 23 monster portraits for their idle and death states.
- Made concept art for sequencing each VFX, and incorporated team feedback into final designs.

**Little Orbit / CCG Lab / VFX Technical Artist / DC Dual Force** **Sep 2021 –Feb 2024**

- Created VFXs and animations in Unity displaying the gameplay effects of 135+ cards depicting a wide history of DC heroes and villains. Additionally, made 40+ VFXs regarding various gameplay systems in the game.
- Set-up VFXs and Shader Animations for 14 Playable Motion Comics (535+ Pages) and 215+ Cards for their cosmetic deluxe variations, and helped in managing coworkers who worked on further comics/cards.
- Made asset/animation systems used for visualizing gameflow and worked with engineers implementing them. Includes systems for attacking, card effects, crafting, pack openings, deck actions, intros, rewards, and more.
  - Provided assistance and maintenance of said systems for fellow artists.

**White Snake Projects / VR Technical Artist** **Jan 2020 – Jun 2020, May 2021 – Sep 2022**

- Created 6 minute VR 360 video sequence for Performance Art show *Cosmic Cowboy* which aired at the Emerson Paramount Center from Sep16-18 in 2022, creating all of the VFX and sequencing within Unity.
- Worked alongside producers and storyboards to revise video to match vision for the production.

**The Beamer** **Jun 2018 – Dec 2018 (Intern)**

*Game Artist/Designer (VFX Focused)* **Dec 2018 – Nov 2020, Jan 2021 – Jul 2021**

- Crafted over 80+ VFXs for Steam game, *Stardust Mystery (SM): Building the Universe*, and educational videos.
- Produced intro/ending cinematics and 13 educational videos with team using VEGAS Pro and Sound Forge. Rendered environments, VFXs, and image sequences in Unity, and made 70+ character animations in Maya.
- Created 2D art assets for 16 story scenes, 45+ items assets, and 10 backgrounds for *SM: Raptor Adventure* and *SM: Searching for My Stardust* (Prototype/Alpha) both released on Itch.io.

**Acme Nerd Games / 2D Art Intern** **May 2018 – Sep 2018**

- Learned and used Illustrator to create 2D vector isometric assets for the game *Dane Changers*.
  - Responsible for meeting all requirements of third-party companies that wanted their buildings in the game.
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## SKILLS

- **Software:** Unity (C#), VEGAS Pro, Sound Forge, Visual Studios, Microsoft Suite, Plastic SCM, Perforce
  - **Art Software:** Photoshop, Illustrator, Blender, Maya, GIMP, Clip Paint, Spine-Based Programs
  - **General:** VFX, storyboarding, character design, digital art, video production, management, research
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## EDUCATION

**Becker College**, Worcester, MA

*Bachelor of Arts in Interactive Media: Game Design Concentration, Art Specialization*, Dec 2018

**Honors:** Alpha Lambda Delta, Alpha Chi, Dean's List (All Semesters), Summa Cum Laude (4.0 GPA)

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## ACHIEVEMENTS / VOLUNTEERING

- *Academic Achievement Award* (2017) | Becker College
- *PAX East Becker College Booth Volunteer* (2017, 2018)
- *Aspiring Scholars Award in Game Design* (2017, 2019) & *Game Art* (2018) | Becker College