Hector McCredie

Lighting Artist · Environment Artist · 3D/CG Generalist

301-538-0814 · hector.mccredie@gmail.com · Authorized to work in the US and UK (dual citizen) · Open to relocation
Portfolio: hectormccredie.com · YouTube: youtube.com/@HectorMcCredie · LinkedIn: linkedin.com/in/hectormccredie

SUMMARY

Lighting, environment, and 3D generalist artist with a B.S. in Animation and Visual Effects from Drexel University (cum laude, 2025) and work shown at SIGGRAPH 2023 and 2025. Works across the full CG pipeline (modeling, texturing, look development, lighting, rendering, animation, and compositing), with professional experience in character animation and architectural visualization. Seeking junior lighting, environment, and 3D generalist roles.

SKILLS

Lighting & Rendering: Lighting, rendering, look development, compositing · Renderers: Cycles, EEVEE
3D Art: 3D modeling, digital sculpting, PBR texturing, environment creation, asset creation, kitbashing
Animation: Character animation, creature animation, technical animation, reference-based performance
ArchViz & Fabrication: Architectural visualization, furniture and interior modeling, 3D printing, scale models
Software: Maya, Blender, 3ds Max, ZBrush, Substance Painter, Substance Designer (Adobe Substance 3D), Nuke, Adobe Photoshop, Adobe Premiere Pro, Rhino, Revit

EXPERIENCE

Freelance 3D Artist | Self-employed — Nov 2025 – Present
Client: PopStock Educational Services | 3D Animator — Nov 2025 – Mar 2026

- Animated characters from reference footage, creating dynamic, emotive performances.
- Helped develop interactive educational software that teaches young people financial literacy.
- Made modeling and texture fixes to production assets.

Digital Artist Intern | EwingCole Architecture, Philadelphia, PA — Apr 2024 – Sep 2024

- Assisted with architectural visualization (ArchViz) renderings using Rhino, Revit, and 3ds Max.
- Modeled and textured furniture and interior fixtures for 3D architectural models.
- Co-led the modeling, cleanup, 3D printing, and build of a detailed Essential Health Building scale model.

PROJECTS

The Sweetest Prize | Senior film, Drexel University
Short film in which an ant colony battles a praying mantis for a dropped lollipop.

- Delivered animation, dynamic realistic lighting, and rendering; contributed compositing in post-production.
- Independently created both texture sets for the praying mantis models; co-created both ant texture sets.

The Light of The Hollow | Showrunner, Producer, Director & Texture Artist — In development
Animated short: a flower-collecting robot uncovers a buried world of stone guardians and crystal life.

- Wrote the screenplay and led its full revision, trimming about 20 pages to 13 for a roughly 12-minute film.
- Also handling modeling, animation, lighting, rendering, and compositing for a story told through light.

Portal: Beyond The Chambers | Personal short film — 2023 – Present
Fan short inspired by *Portal* and *Portal 2*: a test subject wakes to explore the abandoned Aperture Science facility.

- Solo production: screenwriting, animation, modeling, texturing, lighting, rendering, sound, post-production.
- Modeled, textured, and lit the abandoned-facility environments.

EDUCATION

Bachelor of Science in Animation and Visual Effects | Drexel University, Philadelphia, PA — 2025
Cum laude · GPA 3.62/4.0 · Westphal Portfolio Scholarship and A. J. Drexel Scholarship (2021–2025)
Work shown at SIGGRAPH (2023, 2025) and the NYC ACM SIGGRAPH MetroCAF Festival (2025)