



Mackenzie O'Connell

Graphic Designer and UI Artist

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● EDUCATION

● Michigan State University

- Majors: Media and Information, Graphic Design BFA
- Minors: Game Design, Comic Art
- Member of the Honors College
- GPA: 3.8

● EXPERIENCE

● AWARDS

- Michigan State University Honors College Scholarship Recipient
- 2017-2018 Illinois State Scholar – Outstanding Academic Achievement
- 2017 Communication Arts Award
- 2017 & 2018 Media Arts Student of the Year

● TECHNOLOGIES

- Unity
- Unreal Engine
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe AfterEffects
- Autodesk Maya
- Blender

● Visual Resource and Print Lab

Staff Member

01/2019 - on hold

- Assist students and faculty with the print aspects of art projects, including use of various laser jet and ink jet printers.
- Instruct students and faculty on how to use 3D and ceramic decal printers.
- Responsible for the sign in and check out of a variety of different camera and audio equipment.

● MSU Broad Art Museum

Graphic Designer

03/2019 - 12/2019

- Assisted with photo editing in Adobe Photoshop, created graphics to illustrate how the smart labels function.
- Helped to design the user interface for the smart label.

Exhibition Prep Assistant

08/2020 - ongoing

- Prepare exhibition pieces to go to the Broad and the ArtLab.
- Organize various equipment pieces in Kresge.

● Spartasoft

Member

08/2017 - 08/2019

Vice President

08/2019 - 04/2020

President

04/2020- Ongoing

- MSU student organization focused on video game design and development. Members seek to make industry contacts and gain relevant skills through student projects, presentations, and game jams.
- Created presentations on various aspects of game designs.
- Created graphics to promote the organization.

● GEL Lab

2D Artist

11/2019 - 11/2020

- Create 2D art assets for a variety of games, matching the existing style of art from other artists.

● MSU College of Communication of Arts and Sciences

Undergraduate Learning Assistant

08/2020 - Ongoing

- Evaluated various student projects, answered student questions in office hours and via email, and resolved conflicts.
- Worked closely with other ULAs and professors to plan out workload.
- Assisted specifically with CAS117: Games and Interactivity and MI227: Concept Design for Games, Film, and TV.