Philip McCloskey

Visual Design and Dev

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Website
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Linkedin
https://www.linkedin.com/in/philipmccloskey/

Location
Detroit, MI

Tools

- Unreal Engine
- Unity
- Rive
- Blender
- Maya
- Substance Painter
- After Effects
- Photoshop
- Premier Pro
- VS Code
- World Machine
- Pinokio
- Figma
- JIRA
- GIT
- Arnold
- Redshift
- Teams
- Slack

Experience

Senior Motion Designer, Real-time 3D 🔗 **Launch by NTT Data**	**Present** 📍 Troy, Michigan	
Motion Designer, Real-time 3D **Launch by NTT Data, Formerly Vectorform**	Oct 19 – Jan 2023 📍 Royal Oak, Michigan	
Art Director **Evidence Room**	March 2009 – Oct 2019 📍 Cleveland, Ohio	

Skills

Design

- Storytelling
- • Modeling • Rigging • Texturing
- UI Design
- Environment Design
- Shader Development

Specialized

- HMI Design
- Real-time 3D Content Creation
- Animation
- Motion Graphics
- Prototyping

Education

Columbus College of Art & Design
BA Fine Arts: 3D Media
March 2008

Unreal Engine
Unreal training certificate
Feb 2022

Latest projects

HMI Starter Kit
The Automotive HMI Starter Kit provides a base for creating custom HMI designs in Unreal.

🔗 https//launch.nttdata.com

Adrian Steel Upfitting
3D Van Configuration project aims to revolutionize the way products are configured and presented to customers.

🔗 https://launch.nttdata.com

Clients

Mercedes Benz
Unreal HMI Prototype

Stellantis
VR and HMI

Karma
Unity HMI Prototype

Adrian Steel
3D Van Configuration

Unreal Engine
Unreal HMI Toolkit

abbvie
AR Experience

DTE
Unreal Avatar Experience

Axon
Unity VR Training