Macey Horton

2D and 3D illustrator

CONTACT INFORMATION

Email: hortonmacey@gmail.com
Address: Baltimore, MD
Phone: 443-762-8175
Social links, website: https://maceyhorton.cargo.site/

SUMMARY

Illustration student with a goal of gaining professional internship experience while developing my personal artistic skill through work with established artist and designers in the 2D and 3D game design pipelines.

https://www.linkedin.com/in/macey-horton-6392a338b/

EXPERIENCE

Providence, RI
Dec 2025 - Present

Executive Board Member
Brown-RISD Game Developers

- Provide mentorship and production support to individual teams during weekly sessions, producer meetings, and cross-team resource coordination
- Collaborate with E-board to plan semester events, coordinate workshops, facilitate pitch meetings, and manage team formation for individual skill and overall game development projects
- Conduct outreach to guest speakers, alumni, and collaborating organizations to educate club members of industry experience and standard

Providence, RI
May 2025 - Present

Executive Board Member
RISD Concept Art Club

- Managing and presenting to 25-30 students for bi-weekly meetings
- Overseeing finances for club events and speakers from gaming, animation, and concept art industries
- Networking with industry professionals
- Preparation for bi-weekly meetings at team meets (setting goals, planning events, group tours at animation and gaming studios when permitted)
- Connecting students to career resources such as internships, networking opportunities, and portfolio reviews to help students get a head start on making professional connections and career-ready portfolios

Providence, RI
Jan 2025 - May 2025

Game Producer and Art Director
Brown-RISD Game Developers

- Supervised and unified visual and aesthetic elements of the game
- Communication and compromise with group of 36 team members made of artist, narrative designers, and programmers about overall visual concept, design, and narrative
- Weekly team meetings partnered with a lead programmer to set and complete goals, organize roles, check process, ensure asset acquisition (Through Miro and in-person meetings)
- Communicated with members that were both hybrid and in-person

Providence, RI
Sep 2025 - Nov 2025

3D Environment Artist
Brown-RISD Game Developers

- Designed and modeled 3D environmental assets for isometric puzzle game levels, including architectural elements, platforms, and decorative props
- Applied texturing and materials in Substance Painter to achieve a stylized and cohesive aesthetic to match 2D background artists' work
- Created modular cubic building components to support flexible level design while maintaining visual consistency
- Optimized and revised asset geometry for performance in Godot, without sacrificing the game's distinctive visual style

Providence, RI
Oct 2024 - Dec 2024

2D Environment Art and Assets
Brown-RISD Game Developers

- Attended 10 weekly meetings, providing environment concept art related to specific characters stories
- Collaborated with a programmer on the team to create one of a few minigames attached to each character route
- Created a simple 2D background with colorful props
- Ensured that Photoshop documents were formatted properly to be implemented in Unity

EDUCATION

Providence, RI
Aug 2023 - Present

BFA in Illustration, with Concentration in Computation, Technology, and Culture
Rhode Island School of Design

SKILLS

Photoshop

Project Management

3D modeling (Blender, Zbrush)

Environment Design

Blender

Game Development/Production

Asset Creation

Illustrator

Color Theory

Substance Painter

RELEVANT COURSES

- Digital 3D for Illustrators
- G.A.M.E. (Generating Artistic Meaning Through Experience)
- Intro. to Computation
- Intro. to Digital Illustration