

Makenzie Hornung



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MashBashArt.com

Experience

Apparel & Brand Designer **Unrefined Friends**

November 2025–Present

Developing the brand identity for independent apparel brand through brand exercises and creation of original designs. Designing and building the website with Shopify. Working hands-on across multiple areas of the business to bring ideas from concept to finished products.

Visual Design Lead

August 2023–Present

Aroma Country/Blaze Away

Creating product models, graphics, and animations to define new brand identities. Coordinating with business owner, graphic designers, and social media consultants to keep projects on schedule and visually consistent.

Layout Team Lead and Modeler

January–May 2022

You Wood, TREEFORX (Branching Animation LLC)

Created realistic 3D models in Maya, maintained consistent file export procedures and naming conventions, texturing, created shot layouts and scene assemblies, communicating with a large team, and animating a humanoid character.

Additional Skills

Programs:

- + Maya
- + Zbrush
- + Substance Painter
- + Photoshop
- + Animate
- + After Effects
- + Google Workspace

Skills:

- + 3D & 2D character animation
- + 3D modeling and sculpting
- + motion graphics
- + digital illustration

Education

3D Character Art in Games

Certificates of Completion & Exceptional Performance
Completed August 2025

Cleveland Institute of Art - Cleveland, OH

Bachelor of Fine Arts - Animation
Graduated May 2023

Relevant coursework: Advanced Animation, 3D Modeling Concept Development, Visual Storytelling, Motion Graphics, Professional Practices