Ayden Macmillan

3D Artist · Video Editor · Filmmaker · AI Workflows

Self-taught creator in Southern California. I learned Blender in one year and now build photoreal car, product and interior renders. I wrote, directed, edited and did the VFX on an 8-minute found-footage horror short, and I edit short-form video for local businesses. I use Claude and other AI tools every day to automate video production, research and software work. Fast learner, clear communicator, reliable on deadlines.

AI & AUTOMATION

Hands-on with Claude Code, MCP and scheduled agents on real projects, not demos.

1. **Automated video production**
   Built a daily pipeline with Claude Code and Python that cuts, captions and color-grades short-form and long-form video with ffmpeg, runs automated checks on audio, picture and caption timing, then uploads through the YouTube API with thumbnails and chapters.

2. **Scheduled research agents**
   Set up recurring Claude tasks that scan competitors and channel analytics every day, log each experiment, and feed the results back into titles, formats and posting plans.

3. **E-commerce and dashboards**
   Used Claude to plan the launch of a Shopify product brand (content calendar, ad rules, daily reports) and to build a self-hosted dashboard that pulls Shopify, YouTube and Google data through their APIs.

4. **Game development with MCP**
   Connected Claude to Roblox Studio through MCP and Rojo to build and test games from one shared codebase, and wrote scripts that generate road maps from OpenStreetMap and elevation data.

5. **Repeatable agent workflows**
   Write runbooks, custom skills and persistent memory so an agent can repeat multi-step jobs reliably, and keep a personal knowledge base of what I teach it. This portfolio was designed and shipped the same way, through GitHub and Vercel.

EXPERIENCE

Content Creator & Video Editor
Current

Irvine Subaru

- Run the dealership's social media content, producing Instagram posts and short-form reels.
- Plan, film and edit video on location, then publish on a regular posting schedule.
- Shoot on a Canon EOS R6 Mark II, and on my phone for quick posts, then cut in Premiere Pro and CapCut with captions, music and pacing built for mobile viewing.

Freelance Video Editor & Director

Skincare brand · onlycleancream.com

- Directed, shot and edited a hero video that is live on the brand's website.
- Shot on a Canon EOS R6 Mark II in natural light and edited in Premiere Pro, using a short sequence of clean, quiet shots to suit the product and the brand's look.
- Handled the project from concept to delivery directly with the owner.

AM

CONTACT

Email
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Portfolio
aydenmacmillan.com

Availability
Full-time, freelance or remote

SKILLS

AI & Automation

Claude Code · MCP tools · Scheduled agents · Prompting · Python · ffmpeg · APIs · Workflow design

3D

Blender · Modeling · Rigging · Texturing · Lighting · Eevee · Cycles

Video

Premiere Pro · After Effects · CapCut · Compositing · Sound design · Canon EOS R6 II

Design

Figma · Photoshop · Lightroom · UI/UX

EXPERIENCE

Video Editor
2025 – 2026

Threadline Media

- Edited short-form social media videos for marketing content.
- Supported social media marketing with Premiere Pro, CapCut and on-camera cinematography.
- Delivered edits to the client's brief and posting schedule.

Independent 3D Artist & Filmmaker

Self-employed

- Wrote, directed, produced and edited The Mandela Catalogue, an 8-minute found-footage horror fan film that won Best Visual Effects at the Tustin Student Film Festival, 2026.
- Directed Halo, a senior-year film project and my first fully 3D short.
- Modeled, textured and lit photoreal Blender renders of a Mercedes-AMG CLE, an iPhone 17 Pro and a one-bedroom apartment interior.
- Designed and launched PITWALL, a live Shopify poster store (details on page 3), and designed and built this portfolio site.

WHAT I DID AND HOW I DID IT

The Mandela Catalogue
Fan film · 8 min · Best Visual Effects, 2026

Tools Blender, After Effects, Premiere Pro, Canon EOS R6 Mark II

What I did. Wrote, directed, produced and edited an 8-minute found-footage horror short, and made the creature and visual effects myself.

1. Wrote and planned the short around the idea that the footage is evidence, then shot the live footage as bodycam video.
2. Tracked the footage in Blender so the CG creature could be placed in each shot.
3. Modeled, rigged and animated the creature in Blender, and rendered it from the tracked cameras.
4. Composited the creature into the footage in After Effects.
5. Built the bodycam look in post: wide-angle warp, timestamp and HUD overlay, noise and compression for a low-resolution feel, and glitches and tracking errors.
6. Added licensed and free-to-use stock footage for a few analog-horror shots, graded to match.
7. Edited, color graded and exported in Premiere Pro, with all sound designed from scratch.

Halo
Senior-year film project · First fully 3D short

Tools Blender (Eevee and the Blender compositor), Premiere Pro

What I did. Directed and made a short built around CG scenes and compositing, as my first fully 3D film.

1. Modeled and animated the scenes in Blender.
2. Rendered in Eevee instead of Cycles for speed.
3. Composited inside Blender's own compositor to skip a separate compositing app and save steps.
4. Made the final cut, sound and export in Premiere Pro.

Irvine Subaru content
Current · Instagram posts and reels

Tools Canon EOS R6 Mark II, phone, Premiere Pro, CapCut, Instagram

What I did. Make and publish the dealership's short-form video and posts.

1. Shoot polished reels on the Canon EOS R6 Mark II, and quick videos on my phone when speed matters.
2. Edit in CapCut (and Premiere Pro for longer or more detailed cuts) with captions, music and mobile pacing.
3. Publish to Instagram as posts and reels.

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AWARD

Best Visual Effects
Tustin Student Film Festival, 2026

EDUCATION

Irvine Valley College
Associate degree in progress

CAMERA

Canon EOS R6 Mark II
Main camera for video work

Ayden Macmillan · Featured project

PITWALL, LIVE SHOPIFY POSTER STORE

Tools Claude Code, Shopify, GitHub, Vercel, three.js, HTML/CSS/JavaScript, Python

What I did. Designed, art-directed and launched a made-to-order car poster store at pitwallprints.com. I registered the domain name, set up DNS, and connected Vercel to my GitHub account so the website deploys automatically. I directed Claude through the research, design, 3D viewer and Shopify setup, and made the design decisions at every step.

HOW I BUILT IT

1. Researched the references. I gave Claude the three URLs and told it to compare them: what each store does well, what to avoid, and how to combine the best parts into one original look.
2. Built a static mockup first. I described the store I wanted and Claude produced an HTML, CSS and JavaScript prototype with filters by brand and theme, search, dark mode and a saved cart. I reviewed every result in screenshots and told it exactly what to change.
3. Automated the poster pipeline. I had Claude write Python scripts that turn my artwork into web previews, print-ready files with borders and a Shopify import file, so about 130 posters could be added and updated in bulk. Only low-resolution previews go on the site, so the full-size art stays private.
4. Compared options before committing. I asked for three product-page layouts and three home pages, reviewed them side by side, picked a final design for each and removed the rest.
5. Added a 3D poster viewer. I asked for a three.js viewer where the poster is a thin framed slab that spins sideways on drag, zooms with scroll or pinch, and turns slowly on its own. We kept it to a horizontal spin so it never tips over, and on phones it still lets the page scroll.
6. Iterated in small steps. Each round fixed one thing: spacing, colors, copy, contrast or a mobile layout, followed by a new screenshot and review.
7. Had Claude run QA. It checked every page in light and dark mode and at phone width for errors, overflow and low contrast, and I approved the fixes.
8. Moved it to Shopify. I imported the catalog of about 130 products with sizes, prices and images, branded the checkout and sign-in with the PITWALL logo, colors and fonts in Shopify's checkout editor, and connected a print-on-demand supplier so each poster is printed after the order and I carry no inventory.

RESULTS

About 130 posters
prepared and imported into Shopify.

UI direction
home, collection and product pages, in light and dark.

Poster pipeline
scripts from artwork to previews, print files and import.

3D poster viewer
customers spin and zoom the poster before buying.

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CONTACT

Email
aydenkmacmillan@gmail.com

Portfolio
aydenmacmillan.com

Availability
Full-time, freelance or remote

PROJECT

Store
pitwallprints.com

Platform
Shopify

Fulfillment
Print on demand

HOW I PROMPT

Describe · Screenshot review · Variants A/B/C · Small iterations · AI-run QA