

Zachary Mark

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Goal

I am seeking work as a character animator.

Software

Photoshop	10 years
Maya	9 years
Illustrator	9 years
MEL script	7 years
After Effects	7 years
3ds max	6 years
Animation:Master	4 years
Premiere	3 years
maxScript	3 years
Combustion	3 years
UnrealEd	2 years
UNIX	1 year

Skills

3D computer animation	6 years
rigging/character setup	6 years
3D modeling (poly, sub-d, NURBS)	4 years
shader creation, texturing, lighting	3 years
traditional 2D animation	1 year
renderfarm administration	1 year

Programming languages

Perl	5 years
JavaScript	5 years
PHP	3 years
SQL	3 years
C/C++	2 years
Python	1 year

Awards and Achievements

First place (group category) in 2003 Hewlett Packard/Art Institutes/Saytek animation contest
First place (individual category) in 2002 Hewlett Packard/Art Institutes/Saytek animation contest
Dean's list at the Art Institute of Portland

Employment

Army Game Studio Software Engineering Directorate Hackberry Rd Bldg 6264 Redstone Arsenal, AL 35898	Animator/Technical Artist Brought characters from simple geometry to fully rigged and animated game assets. I primarily used Maya, MotionBuilder, Unreal Engine 3, and Vicon IQ. My responsibilities included animating, rigging, writing scripts to improve the animation pipeline, and creating the animation tree within Unreal.	March 2010 - present
Freelance	Animator/3D Artist animation and rigging for in-game characters in Maya	August 2009 - February 2010
Liquid Development 411 SW 2 nd Ave. Suite 300 Portland, OR 97204	3D Artist all aspects of 3D game asset production (focused primarily on character rigging and animation) in 3DS Max and Maya	December 2008 - June 2009
	Worldbuilder worldbuilding for the PC/Xbox360/PS3 game Damnation (released May 2009), brought levels from blockout stage to the final polished version, developed player paths, placed buildings and deco objects, developed lighting, placed special effects	August 2007 - December 2008
Reality Engineering 4800 NW Camas Meadows Drive Suite 210 Camas, WA 98607	Lead Character Animator Created animated sequences for dental patient education (such as demonstrating the correct way to floss under dental bridges). Responsible for modeling, animation, lighting, rendering, and compositing for those educational pieces. Lead animator for two shorts to instruct children about good dental hygiene. Set up and maintained the company's render farm and assisted co-workers with Maya.	June 2004 - June 2007

Education

**The Art Institute of
Portland**

1122 NW Davis St.
Portland, OR 97209

BS - computer science

Majored in Media Arts and Animation

October 2002 - March 2004

Projects

Army Training

2011

A series of “serious” games, designed to simulate various operations performed by the army. Realism and lifelike movement were a priority. I was responsible for building a new animation system in Unreal Engine 3, and for creating animations for that system. I also wrote several MEL and Python scripts to improve our animation pipeline.

Freaky Pets

2009

An online game in which player-controlled creatures are pitted against one another in turn-based 1-on-1 battles. Freaky Pets was developed for PC, Mac, and mobile devices. I rigged, skinned, and created animations for several creature pets.

Damnation

2009

A game for PC, Xbox 360, and PS3. Damnation combines vertical space, acrobatic adventure, and third-person shooter gameplay. I was responsible for developing levels from blockout to the final product.

Attack of the Biofilm

2006

An educational short intended to teach children about the biofilm that builds on their teeth when they don't brush. In addition to animation, my work included modeling, rigging, and texturing one of the two villains.

Seal the Deal

2005

A short animation intended to teach kids why they may need sealants to prevent cavities. In addition to animation, my work included rigging and texturing the hero and lighting and texturing one of the two sets.

Lifecycle

2003

A short animation that depicts the daily grind of working life. I was responsible for character rigging and most of the animation. Lifecycle won first place in the group category for the 2003 international animation contest held by Hewlett Packard, The Art Institutes International, and Saytek. Lifecycle was exhibited at the Hewlett Packard booth at SIGGRAPH 2003.

Bubbles

2002

A short animation in which a fish finds a new toy in its tank and tries to discover the purpose of the toy. Bubbles won first place in the individual category for the 2002 international animation contest held by Hewlett Packard, The Art Institutes International, and Saytek, and was exhibited at the Hewlett Packard booth at SIGGRAPH 2002.