

Zachary Mark - Animator

222 Knox Creek Trl NW
Madison, AL 35757

phone: (505) 500-4540
zack@zackmark.com
<http://www.zackmark.com>

GOAL

I want to continue making awesome character animations and push my animation skills to new levels.

SKILLS

- hand-keyed character animation
- mocap cleanup
- dad jokes
- rigging and character setup
- Python/MEL scripting

EMPLOYMENT

Highwire Games Seattle, WA	Lead Animator directed efforts of animation team, created hand-keyed animation, cleaned and polished mocap, created animation systems within UE4, and maintained constant communication with the animation team and other teams across the studio	July 2022 - present
Army Game Studio Redstone Arsenal, AL	Lead Animator assigned tasks, directed and created animation, and worked with engineers to implement animations for America's Army: Proving Grounds and serious games developed for internal Army training	July 2012 - July 2022
	Animator/Technical Artist rigged and animated characters, wrote scripts to improve the animation pipeline, created in-game animation systems, ran studio mocap system	March 2010 - July 2012
Freelance	Animator/3D Artist rigged and animated in-game characters using Maya	August 2009 - February 2010
Liquid Development Portland, OR	3D Artist handled all aspects of 3D game asset production (focused primarily on character rigging and animation) in 3DS Max and Maya	December 2008 - June 2009
	Worldbuilder brought levels from blockout stage to the final polished version, developed player paths, placed buildings and deco objects, developed lighting, and placed special effects for the PC/Xbox360/PS3 game Damnation	August 2007 - December 2008
Reality Engineering Camas, WA	Lead Character Animator modeled, animated, lit, and composited dental patient education videos, lead animation for two dental hygiene shorts, set up and maintained the render farm, and assisted co-workers with Maya	June 2004 - June 2007

EDUCATION

The Art Institute of Portland Portland, OR	BS - computer science Majored in Media Arts and Animation	October 2002 - March 2004
--	---	----------------------------------

PROJECTS

America's Army: Proving Grounds	2015
Serious games for Army training	2011 - 2022

America's Army: Proving Grounds 2015

Freaky Pets 2009

Damnation 2009
