

# Zachary Mark - Animator

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## 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

<b>Army Game Studio</b> Redstone Arsenal, AL	<b>Lead Animator</b> 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	<b>July 2012 - present</b>
	<b>Animator/Technical Artist</b> rigged and animated characters, wrote scripts to improve the animation pipeline, created in-game animation systems, ran studio mocap system	<b>March 2010 - July 2012</b>
<b>Freelance</b>	<b>Animator/3D Artist</b> rigged and animated in-game characters using Maya	<b>August 2009 - February 2010</b>
<b>Liquid Development</b> Portland, OR	<b>3D Artist</b> handled all aspects of 3D game asset production (focused primarily on character rigging and animation) in 3DS Max and Maya	<b>December 2008 - June 2009</b>
	<b>Worldbuilder</b> 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	<b>August 2007 - December 2008</b>
<b>Reality Engineering</b> Camas, WA	<b>Lead Character Animator</b> 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	<b>June 2004 - June 2007</b>

## EDUCATION

<b>The Art Institute of Portland</b> Portland, OR	<b>BS - computer science</b> Majored in Media Arts and Animation	<b>October 2002 - March 2004</b>
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## PROJECTS

<b>America's Army: Proving Grounds</b>	2015
<b>Serious games for Army training</b>	2011 - 2022
<b>Freaky Pets</b>	2009
<b>Damnation</b>	2009