

# Zachary Mark

222 Knox Creek Trl NW  
Madison, AL 35757

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

## Goal

I want to make awesome character animations.

## Employment

<b>Army Game Studio</b> Software Engineering Directorate Hackberry Rd Bldg 6264 Redstone Arsenal, AL 35898	<b>Lead Animator</b> animation lead for America's Army: Proving Grounds	<b>July 2012 - present</b>
	<b>Animator/Technical Artist</b> animating, rigging, writing scripts to improve the animation pipeline, created in-game animation systems, animated game characters, ran studio mocap system	<b>March 2010 - July 2012</b>
	<b>Freelance Animator/3D Artist</b> animation and rigging for in-game characters in Maya	<b>August 2009 - February 2010</b>
<b>Liquid Development</b> 411 SW 2 <sup>nd</sup> Ave. Suite 300 Portland, OR 97204	<b>3D Artist</b> 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> 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	<b>August 2007 - December 2008</b>
<b>Reality Engineering</b> 4800 NW Camas Meadows Drive Suite 210 Camas, WA 98607	<b>Lead Character Animator</b> Created animated sequences for dental patient education. Responsible for modeling, animation, lighting, rendering, and compositing for dental patient education, lead animator for two dental hygiene shorts, set up and maintained the company's render farm and assisted co-workers with Maya	<b>June 2004 - June 2007</b>

## Software

Maya	13 years
Photoshop	10 years
Illustrator	9 years
MEL script	7 years
After Effects	7 years
UnrealEd	6 years
3ds max	6 years
Python	4 years
Animation:Master	4 years
MotionBuilder	4 years

## Skills

3D computer animation	11 years
rigging/character setup	11 years
3D modeling (poly, sub-d, NURBS)	4 years
shader creation, texturing, lighting	3 years
traditional 2D animation	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

## 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

**America's Army:  
Proving Grounds**  
scheduled for 2015

The fourth game in the America's Army series. I developed the animation system from pre-production to the final product. I was also responsible for keeping the animation team on schedule, communicating with the offsite animators, and maintaining a high quality of animation.

**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.