

Christopher Marker

Redmond WA, 98052
419-265-2774
marker.chris@gmail.com

<http://www.christophermarker.com>

3D ARTIST

An artist with a fine-arts background positioned to excel in the realm of a 3d asset creation. Presents finished examples to work a project from concept to in-engine asset. Conceptualizes art and design as a means of communicating ideas, utilizing art as a vehicle for user experience. Proficient in current generation workflow, including Z-brush, 3dsMax, and Photoshop. Offers fine art training components including: Composition, color theory, and traditional and digital mediums. Recognized as a strong team-player who is openly collaborative, takes direction well and can execute the design goals.

AREAS OF SKILL / VALUE

3d Digital

Demonstrated proficiency in the following

- 3dsMAX for both hard-surface and soft-body modeling, unwrapping, texturing
- skinning, rigging, and animation.
- Z-brush for the creation of high-poly environment models
- Creating high-quality tiling textures
- Rendering high-poly modeling to convincing textures for use on low poly models
- Texture creation in Photoshop

Knowledge and familiarity in:

- Familiar with UDK and Creation Kit and the workflow of importing assets into established development kits and game engines
- UDK shader system; Created customized Z-index snow shader for environment assets in UDK that mixed object diffuse and normal maps with a snow diffuse and normal map applied to the "top" surface for a winter project.

Design

- Understands the language of design and how shape and silhouette contribute to communicating a concept
- Able to tie all elements of a work together to support a single idea or concept
- Able to communicate with color and lighting to direct a viewer in an environment
- Understand the need for selective levels of detail depending on player focus in a scene, and how detail interacts with overall composition
- Familiar with tenants of graphic design, typography, and interface layout

FOUNDATIONAL WORK AND SUPPORTING ACHIEVEMENTS

Fine Arts / Additional Applications

- Trained artist eye and ability to execute color and composition to support design
- Drawing, painting, and sculpting skills
- Speaking and communication skills from work as a teacher
- Graphic design foundations
- Able to rapidly adapt to new software thanks to extensive technical background
- Self directs work to meet deadlines.
- Empathic, collaborate, and able to execute in a team work environment

Business Management

- Formal training in business management with an emphasis on online and new media business
- Business minded individual with ability see processes in terms of adding value to product and customers
- Able to interface well with organization hierarchy and foster team synergy

EDUCATION

2011-2011 FuturePoly
Professional Program

Bellevue, Washington

2009-2011: DigiPen Institute of Technology
Studied Fine Art and Production Animation

Redmond, Washington
GPA of 3.4

2001-2006: University of Toledo
Bachelors of Business Administration - Winter 2006
Major: Electronic Commerce, Minor: International Business
Magna Cum Laude, Phi Kappa Phi, Golden Key, Beta Gamma Sigma

Toledo, Ohio
GPA of 3.8

Associate of Computer Networking Administration – 2004
Associate of Technical Studies - 2002

GPA of 3.7
GPA of 3.6

Major: Graphic Design Minor: Fine Arts

WORK HISTORY

Nintendo of America
Product Tester

Redmond, WA
Sept. 2011-Present

Tested pre-release software for bugs. Managed bug reports and testing plans. Tasked with text-check testing, self directed testing plans. Assisted new testers. Working directly with developers on a technical project. Managing system configurations, testing builds, and light coding of testing samples for testing. Participate in daily scrums, and operate self-directed.

Zaa Labs*Contract Artist*

Provided Art for a physical, installed driving game for a major automotive manufacturer, which debuted at the North America International Auto Show in Detroit. High-concept driving simulator game, designed to entertain and educate users on the driving tactics they can employ to achieve better gas mileage in their vehicles. Worked on 3d environment assets, skybox, primary texture Artist, Assisted with concept art, and blocking.

Redmond, WA*Nov 2011-Dec. 2011***DigiPen Project FUN***Assistant Teacher*

Taught 2 week workshops exposing high school age attendees animation in 3ds Max. Students learned the software, and created a 30 second short. Co-Taught Project FUN workshops with a lead teacher. Lectured on topics, helped build lesson plans, worked hands-on with students.

Redmond, WA*July 2010-Aug 2010***Nick and Jimmy's Bar and Grill***Contract Webmaster*

Created and managed restaurant's websites. Advised client in internet business solutions and web hosting systems.
nickandjimmy.com

Toledo, Ohio*July 2008-Jan 2009***American First Title***Computer Networking and General Assistant - Part Time*

Upgraded and maintain network systems. Upgraded backup system. Trained employees in software. Repaired workstations. Maintain antivirus and security. Manage VPN connection between offices.

Sylvania & Toledo, Ohio*2001- 2009*