

Mark Vearrier

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Faxion	UTVTrueGames Oct 2009- May 2011	Studio Art Director Developed production pipelines, managed art staff, developed budgets, hires, managed out-sourcing of asset creation, creation of environments, characters, textures.
MMO	Kingsisle May 2006- Sept 2009	Lead Artist Developed production pipelines, managed art staff of 15 managed out-sourcing of asset creation, creation of environments, characters, textures.
Pulse!!	Breakaway Jan. 2006 - May 2006	Art Director Developed production pipelines, managed small art staff, mocap animations with Motion Analysis and Calcium, Used sub-surface scatter and normal map/parallax shaders for GameBryo engine.
Stubbs the Zombie	Animation Farm Oct. 2004 - Nov. 2005	Freelance Contractor Level creation, modeling, texturing, lighting for <i>Wideload Games</i> with the Halo engine.
Golden Eye 2	EA-LA July 2004 Oct. 2004	Sr. Lighting Artist (contract) Environment and character lighting. Photometric shadow map generation and HDRI dynamic lighting. Occasional level building and SPFX creation.
Hell on Wheels	Skylab ENT. <i>Take Two</i> May 2003 - April 2004	Lead Character Artist All character creation, modeling, textures, normal maps, rigging, animation, mixed key framing / mo-cap data Pre-pro and direction of mocap shoot. Creation of world objects, vehicles, environments, cinematic renders
Deus Ex II	Ion Storm Austin <i>Eidos</i> Nov 2001 - Sept 2002	Sr. Production Artist Modeling, texturing, UV normal map generation and conceptual design of characters, weapons, SPFX, particles, interface development
Deus EX PS2	April - Oct 2001	Freelance Contractor Rendered FMV sequences for Deus Ex PS2 port, including remodeling/retexturing existing game assets, lighting, camera animation, SPFX and character animation
Runblade (RPG)	Retro Studios <i>Nintendo</i> Sept 1999 - Feb 2001	Lead Artist Managed art staff of 15 for Game Cube development. Directed concept artists to develop look and feel Assisted Project Manager to develop and maintain schedule. Helped establish technically precise asset creation pipeline. Level creation, lighting, animation and character modeling/texturing for production. Pre-production and directed combat, stunt and cinematic MO-CAP sessions.
Wingblade, Derelict & RPG	Bootprint ENT. <i>GT Interactive</i> Oct 1998 - July 1999	Art Director Assisted in creation of game development studio startup. Assembled Art Staff for two production teams. Developed and maintained art schedules. Directed look and feel for two game concepts. Designed game proposal documents. Modeled, textured, lighting of demo arena for technology demo.
WC Prophecy & Secret Ops	Origin Systems <i>Electronic Arts</i> July 1993 - Oct 1998	Art Director Conceptual design. Managed team of 11 artists for production. Creation of CG sets and animations. Coordinated out of house resources for production. Coordinated SPFX for live action shoot CG comps. Worked with Marketing for production of ads, box cover, and documentation.
WC 3 & 4		Sr. Animator Created CG sets for video composites. On sight SPFX coordinator for live action shoot, Animation, Lighting, SPFX and game engine art production. Concept Art creation.
Silverheart		Art Director Conceptual design. Managed team of 6 artists as well as external resources for production. SPFX for live action shoot. Created CG sets and animations
Betrayal at Kronador	Dynamix <i>Sierra-on-line</i> Jan. 1990 -	Lead Artist Managed art staff of 5 and assisted Art Director with Concept, production, animations and tech aspects of game art production.
Others	Mar. 1993	Production Artist Willy Beamish, A-10 Tank Killer, Red Baron, Aces of the Pacific, Heart of China, Rise of the Dragon, Nova 9, Stellar 7

Education

B.A. Fine and Applied arts - University of Oregon 1988
Professional Development/Management Training - University of Texas 1995
Alias|Wavefront Instructor Certification & certification level 2 & 3 1996

Skills

Proficient in 3dsMax, Maya, Z-Brush, Photoshop, Premiere, PageMaker,
MS Project, VSS, Alien Brain, Perforce, Kaydara Motion Builder
Hero Engine, GameBryo, Halo, Unreal, M.O.H. EA, numerous proprietary production tools

Professional and personal references available upon request