

Mark Wowk

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Portfolio: <http://markwowk3d.com/>

PERSONAL STATEMENT

Through many years experience as a freelance video game artist I have developed core 3D modeling and texturing skills along with an exemplary work ethic. I am currently seeking employment with a game studio, where I can apply my skills as a 3D artist.

TECHNICAL SKILLS

Blender: Modeling, rigging, animating, retopology and UV mapping.

Maya: Modeling, rigging and retopology.

Zbrush: Model creation and sculpting.

Photoshop: Editing textures and creating orthographic images for modeling.

Substance Painter: Baking normal maps and creating textures.

RELEVANT EXPERIENCE

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| 2020 | Anima, Toadbasher
Modeling, rigging and texturing stylized PBR characters for an MMORPG using the Unity engine and attaching motion captured animations. |
| 2019 | The Ditty of Carmeana, Tampered Evidence
http://www.tamperedevidence.com/the-ditty-of-carmeana-action-adventure-spoof/
Modeling and texturing humorous, low poly retro inspired characters. |
| 2018 | Legion: The Eternal War, Nexus Division
https://www.legioneternalwar.com/
Modeling, texturing and rigging character models for the UE4 engine. Applying existing animations to these models. |
| 2011-2015 | Underrail, Stygian Software
http://www.underrail.com/
Modeled, textured and animated every character in the original game as well as some environmental objects. |

2008-2009 Trinity Wars Prologue, TNT Games

Modeled, textured and animated every character in the game.

QUALIFICATIONS

Diploma in Multimedia Natcoll Design & Technology
(now Yoobee School of Design)

EMPLOYMENT RECORD

Multimedia Contractor, Self-employed **2008-present**

Key responsibilities include: 3D modeling, web design, graphic design and video editing.

2IC & IT Manager, Academy of Combat 2013-present

Key responsibilities include: Teaching various martial arts, marketing and promotion, staff development and website management.

Store supervisor, Toyworld Northlands 2005-2007

Sales person, Harvey Norman Computers 2004-2005

REFEREES

Dejan Radisic

Founder of Stygian Software (based in Serbia)

Email: admin@underrail.com

Skype user name: Dejan Radisic

Leonie Burrows

Former Director of The Academy of Combat

Email: leonieburrows@gmail.com

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