



Mark Moore

3D Animation Generalist

Contact

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Software

- Autodesk Maya
- Unreal Engine 5.2
- Blender 3.5
- Adobe After Effects
- Adobe Premiere
- Adobe Photoshop
- AVID Media Composer
- Microsoft Excel
- Microsoft Word

Skills

- Public Speaking
- Communicating feedback
- Adaptability
- Problem Solving
- Organized
- Detail Oriented
- Fluent in Spanish

Awards

"The King and the Pawn"

-INDIE FILM FEST 2020

- **Best Student Short**

-INDIE SHORT FEST 2020

- **Best Animated Short**

-LAKE PLACID FILM FESTIVAL

- **Best Student Short**

INDIE FILM FEST 2020

- **Best Student Short**

SCAD Dean's List

-2018

IB Diploma 2016

Education

Savannah College of Art and Design

2016-2020

- B.F.A. in Animation

Animschool

2020-2022

-HELPING ANIMATORS SPONSORSHIP PROGRAM

- Adaptive Previsualization I & II
- Animation in Unreal Engine I & II
- Software interaction and Development

CGMA

2019

- Previs for Film Production I & II

Experience

Collaborative

"The catch a Fish" SCAD STUDENT FILM

2023

-3D Animation and Layout Assistant Supervisor:

- Recovered Missing files from the Layout section and updated them with actual assets.
- Converted Storyboards into 3D Sequences with available assets.
- Finished existing character animations to convey the story.

-Postproduction Render Artist:

- Used Unreal Engine, Arnold Renderer and Adobe Suite to assist in final touches for the film.
- Provided technical data from Render Farm to assist in Render.

"The King and the Pawn" SCAD STUDENT FILM

2019-2020

-3D Layout Artist:

- Converted Storyboards into 3D Sequences with available assets.

-3D Character Animator:

- Created appealing character animations to convey the story using reference.

-Postproduction Compositor:

- Edited shots to either extend or reduce effects.
- Monitored texture quality.

Professional

GALLERY UNIFORMES

2022-CURRENT

- Data Entry Clerk:

- Received, changed, and updated prices of merchandize.
- Performed Quality Control of products before entering sales.

LINCOLN ENGLISH INSTITUTE

2015-2019

-Teaching assistant English:

- Assisted professor and taught the English Language to students.
- Maintained hour control and crowd control for activities.

-Teaching assistant Robotics BEAM:

- Assisted professor and taught basics of building and programming simplistic robots from scratch (insects and wheel bots).
- Monitored and enforced Safety procedures of hazardous equipment.

-Teaching assistant Robotics LEGO

- Assisted professor and taught basics in programming and assembly of LEGO Mindstorm bots.
- Kept data entries of LEGO pieces and programs for each class.
- Uploaded the Programs built by students into the bots.