

J. Mark Duncan

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Objective

I am seeking a senior artist or lead position in a solid company on a team developing high profile FPS and action titles.

Work History

Sony Online Entertainment – Bellevue, WA		12/08 – Present
The Agency	PS3 (UE3)	Environment Lead
DC Universe Online	PS3 (UE3)	Environment Lead
Zombie Studios - Seattle, WA		10/05 – 11/08
Tango Down – Prototype	X-Box (UE3)	Art Lead
MARSOC – Sega	X-Box/PS3 (UE3)	Art Lead
Americas Army UE3 – US Army	PC (UE3)	Art Lead
Apache – US Army	PC (UE3)	Art Lead
Undisclosed Trainer – US Government	PC (UE3)	Art Lead
Rogue Warrior – Bethesda Soft	X-Box/PS3 (UE3)	Senior 3D Artist
Freelance/Contract – Seattle, WA		01/03 – 08/05
Mythica – Microsoft	PC	Contract Artist
The Matrix Online – Monolith	PC	Contract Artist
Auto Assault – NC Soft	PC	Contract Artist
The Movies – Lion Head	PC	Contract Artist
Various Casual Games – Wild Tangent	Web	Contract Artist
Battlestar Galactica – Mad Doc Studio	Pitch	Contract Artist
FASA Studios/Microsoft – Redmond, WA		10/98 – 12/03
“G” Game Prototype	X-Box	Senior 3D Artist
MechWarrior 5	PC	Lead Modeler
MechWarrior 4: Mercenaries	PC	Senior 3D Artist
MechWarrior 4: Black Knight	PC	3D Artist
MechAssault	X-Box	3D Artist
MechWarrior 4: Vengeance	PC	3D Artist
Midway – Chicago, IL		5/98 – 10/98
Arctic Thunder	Arcade	3D Artist
Studio e – Chicago, IL		10/93 – 5/98
Beasts of Bedlam Prototype	PSX	3D Artist
VMX Racing – Playmates Interactive	PSX	3D Artist
Shadowhawk	SNES	Digital Artist
Mohawk and Headphone Jack	SNES	Digital Artist

Production Artist Experience

3D Modeling (Game Resolution LOD's/ Cinema Quality)
Shader Definition and Creation (UE3)
3D Animation
Interface Design and Layout
Lighting Environments & Post Processing (UE3)

2D Texture Creation
3D Model Rigging
3D Studio Max Scripting
2D Digital Animation
Mentored less experienced artists

Art Lead Experience

Art Direction

- Provide Guidance of overall product aesthetic and assurance of art created
- Coordinate with concept artists to actualize product's visual style
- Mentoring and training art team in art techniques
- Playing most recent competitive products to ensure competitive quality

Technical

- Coordinate with Artists and Programmers to implement optimization friendly meshes and levels
- Coordinate with Artists and Technical Leads to develop efficient pipelines, workflows, and tools
- Implementation of base shader systems, common material libraries, and naming conventions
- Composition, management, and direction of departmental documentation

Management

- Interviewing and building of an art team
- Planning and scheduling of a team using scrum
- Provide leadership on multiple simultaneous projects
- Co-developed communication plan for Outsourcing
- Screened possible outsourcers
 - Provide artistic and technical feedback
- General problem solver

Communication

- Facilitate communication with design team and developers
- Interface and coordinate with client
- Interface and coordinate with outsource vendors and co-developers
 - Internally and externally to a corporate structure
 - As both an outsource client and as a an outsourcing agent

Miscellaneous Experience

- Taught self assembly language on Commodore 64 and Amiga in high school
 - Developed my own sprite based game *Galaga* style game
 - Learned a foundation for my career in video game industry

Education

Purdue University
West Lafayette, IN

1988-1993
B.S. Technical Graphics