

Mark Beckham

3D Artist

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🖱 <https://fadedboo.com>

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✂ <https://twitter.com/FadedBoo9072>

Composed artist looking to adventure into the video game industry. Targeting towards stylistic and cartoony art styles while also integrating 2d and 3d media.

EDUCATION

Bachelors of Fine Arts, Sam Houston State University

August 2019 – May 2023

SKILLS

Modeling

- Zbrush
- Autodesk Maya

Concept Art

- ibisPaint X
- Adobe Illustrator

Animation

- ibisPaint X
- Adobe Animate
- Autodesk Maya

Rigging

Autodesk Maya

Rendering

- ibisPaint X
- Adobe Substance Painter and After Effects
- Autodesk Arnold
- Pixar Renderman

EXPERIENCE

Freelance 3D Generalist, Netherly Media

May 2023 – present | Remote

- Created 3D models of various objects and characters using industry-standard software.
- Applied textures to enhance the visual appeal and realism of 3D models.
- Rendered final scenes and sequences to produce high-quality output.

Freelance Digital Artist

July 2018 – present

- Created visually stunning digital art pieces using various software and tools.
- Effectively communicated with clients to understand and fulfill their design requirements.
- Utilized various illustration techniques to bring conceptual ideas to life.

Full Time Receiving Associate, Five Below

September 2023 – present

- Resolved complex problems by analyzing information, identifying potential solutions, and implementing effective strategies.
- Implemented efficient receiving procedures to ensure accurate and timely inventory management.
- Demonstrated exceptional organizational skills by efficiently managing multiple tasks and priorities.

HONORS & ACTIVITIES

Eagle Scout Rank, Boy Scouts of America

January 2017

Dean's List, Sam Houston State University

Fall 2022

Spring 2023

SHSU Alumni, Member

May 2023 – present

SHSU Siggraph, Member

May 2022 – May 2023

SHSU Senior Show

May 2023