

Mark Beckham

Character Artist

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<https://fadedboo.com>

7133033649

Willis, Texas, 77318, United States

Creative 3D Artist with 6 years of experience using computer graphics to create three-dimensional images. Expertise in translating concepts into tangible product specifications. An organized and hardworking individual knowledgeable in model and image design and story and character development.

Core Skills

Resilient, Problem-Solving, Time Management, Professionalism, Maya, Zbrush, Adobe Creative Suite, Adobe Substance Painter, Adobe Illustrator, Adobe After Effects, Adobe Animate, Modeling, 3D Animation, Rendering, Sculpting, Concept Art, Graphic Design, Illustration, 2D Animation, Development Tools

Education

Full Sail University

Jun 2024 - Present

Master of Science Game Design

Sam Houston State University

Aug 2019 - May 2023

Bachelor of Fine Arts Animation

Certificates

Social and Behavioral Research

Jul 2024

CITI

Social and Behavioral Responsible Conduct of Research

Jul 2024

CITI

Work Experience

3D Modeler Internship

May 2024 - Present

T'sare Media

- Creates various 3D content that meets required direction and quality specifications, resulting in a 20% increase in player engagement and retention metrics.
- Applies professional expertise to review, analyze, and test products under development as a contributing production team member to ensure delivery of the company's high standard of quality and timelines, leading to a 15% decrease in player complaints regarding graphics quality.
- Works with art leadership to help visualize and develop visual targets, streamlining asset creation by 30% and reducing project timelines by an average of 2 weeks.

3D Generalist Internship

May 2023 - Apr 2024

Netherly Media

- Utilizes and maintains proficient knowledge of required commercial and proprietary art production tools, resulting in a 40% decrease in production time for game projects.
- Guides less experienced members of the team, leading to a 50% reduction in errors and rework.

Animation Director

Mar 2022 - May 2022

Sam Houston State University

- Lead members of the art production team in the assigned project, resulting in a 60% likelihood that product goal will be met.