

Heath Marks

2D and 3D Artist

14100 Linden Ave North, apt 226; Seattle, WA 98133

Cell: 773-681-2825

E-mail: heath@amightydino.com

Website: <http://amightydino.com>

SKILLS

- Photoshop, Fireworks, Painter, Illustrator, 3ds Max, and Zbrush experience
- Dropbox, Alienbrain, MS Office Suite, Google Docs, and Basecamp experience
- Management experience: scheduling, hiring, and art asset pipeline administration
- Proficient in conversational (written and spoken) Japanese
- Strong iterative design skills
- Experience working under tight deadlines; an excellent multitasker

WORK EXPERIENCE

Mega Pickle Entertainment - virtual studio

2011

2D Art Lead

Perodia

Built art style guide and TCG asset database for a TCG/video game project
Handled scheduling and critiques for a ten person TCG art team
Created finished art assets, concept art, and card designs
Assisted with hiring by reviewing portfolios and interviewing candidates
Managed art asset pipeline for all 2D art on the project
Assisted in developing and testing TCG rules
Facilitated production by acquiring quotes and specifications from printers

ZoopTEK - Chicago, IL

2009 – 2010

3D Art Lead

Coniclysm, released 2010 on Steam

Created, textured, and exported/edited every model in this 3rd person shooter
Utilized 3DS Max for all game assets; textures produced in Photoshop
Created and maintained asset database

Aurua Sounds – Chicago, IL

2009 – 2010

Illustrator/Graphic Designer

“Time, What’s Time?”, released 2010 on iTunes and in stores

Produced the illustrations for Miguel Kertsman’s album’s digipak and CD
Designed text layout for the digipak, CD, and four page booklet
Created an advertising poster for retail distribution

TapMe! Games - Chicago, IL

2009

Art Intern

BitFLIP, released 2009 on the iPhone

Produced concept art and UI in Photoshop, Fireworks, and 3DS Max

ESP, canceled iPhone project

Created concept art for characters, UI, and event images

Tribeca Flashpoint Academy – Chicago, IL

2008-2010

student (2D/3D Artist/Art Lead)

Created art style guides and concept art on six student game projects
Managed art teams ranging from six to fifteen students on three game projects

Painted 2D art for title screens, interaction boxes, UI, and animation
Built, UV'ed, and textured numerous characters, skyboxes, and environmental pieces

NOVA - Tokyo, Japan
ESL Instructor

2003 - 2007

Taught classes ranging in size from one to fifteen students
Created lesson plans dealing with business English, TOEIC, TOEFL, and casual conversation

Freelance Artist

2000 - 2011

Painted commissioned portraits and still lives both digitally and in oil/acrylic/water color
Created concept art for two canceled indie game projects
Designed business cards and invitations for weddings and company events
Created interior art for indie publications

EXHIBITS & COLLECTIONS

Group Show "Goods"

2008

Open Studio Project in Evanston, IL

Solo Show, "Adaptation and Acclimatization"

2005

Pink Cow in Shibuya, Japan

Group Show "Preposterous Sweatpants Insulation"

2004

Design Festa in Harajuku, Japan

Group Show "4X6"

2003

Open Studio Project in Evanston, IL

Solo Show

2002

Ennui Cafe in Chicago, IL

Group Show "Dada"

2001

South Bend Regional Museum of Art in South Bend, IN

Annual Juried Art Show

2001

Plymouth Heartland Artists Gallery in Plymouth, IN

Solo Show

2000

Lorentz Art Gallery in Elkhart, IN

EDUCATION

Tribeca Flashpoint Academy - Chicago, IL

2008 - 2010

Associate of Computer Science: Game Development

Auburn University - Auburn, AL

1993 - 1997

Bachelor of Fine Arts: Printmaking and Painting/Drawing