

MARCUS WHINNEY- 3D CHARACTER ARTIST/ TEXTURE TD

ABOUT ME

I have more than 5 years' experience in being a 3D Character Artist and Animator obtained within small independent companies and Kickstarter projects to major studio-based work in animation, film and games.

I have a proven understanding for hard and soft surface modelling techniques and studio pipelines, with a firm knowledge of typology (optimization and deformation), UV mapping and texture work.

I am very conscientious and enjoy working as part of a team or independently and am able to adapt my ideas and roles accordingly. My main focus and interest is 3D Character Art and modelling with an extensive background in 3D and 2D animation and motion graphics.

My future ambition is to work on a major motion picture production or AAA games company, improve my experienced in the field of 3D character art and animation. As well as teach and share what I've learnt to the next generation of Artists. I am constantly pushing myself to achieve the highest standards possible and am continuously upgrading my skills and learning new programs.

SOFTWARE SKILLS

Maya
3DsMax
Z brush
Mari
3D Coat
Marmoset Toolbag
Keyshot
Topogun
Marvellous Designer
Quixel Suite
Crazy Bump
Photoshop
Mudbox
After Effects
Final Cut Pro
Illustrator
Adobe Premiere

EXPERIENCE

MPC FILMS LONDON – TEXTURE TD

April 2017- April 2018

Texture TD artist for film characters. Involved with a lot of different film scenes and characters. Working alongside Modeling and Lookdev Artists in the studio to create the next Blockbuster movie. Also obtained knowledge in film pipelines and Mari texturing skills. As well as texturing I also helped work on models using Zbrush and Maya.

Involved in major blockbuster films for my skills as a texture artist and my ability to work as a team member and independently.

SUMO DIGITAL NOTTINGHAM- 3D CHARACTER ARTIST

December 2016- April 2017 (5 months)

3D character Artist working on triple A title games. Roles included working closely with my lead to create next gen textures on characters and modelling hard and soft models for use in game.

Approached for my skills in modelling and texturing skills and ability to work as a team member

GOODGAMES STUDIO HAMBURG- 3D CHARATCER ARTIST

April 2016 – September 2016 (5 months)

3D character Artist working as part of a team in the RPG Studio for ‘Heroes Realm’ a mobile phone platform strategy game. (Soft Launch currently in development for Global Launch at the end of the year)

Working alongside the Concept artists, Lead Character Artist and Lead Art Director to create never seen before characters for ‘Heroes Realm’ title. Skills included Zbrush, Maya, Max, 3DCoat and Photoshop.

Also helped work on Environmental assets (modelling and texturing) within Max, Photoshop and Unity.

FREELANCE CONTRACTED SENIOR CHARACTER ARTIST REMOTE, ‘KAMBAR’ FEATURE LENGTH ANIMATION. NEMO ANIMATION STUDIO

Ongoing Project 1 year

Presently working as a Senior Character Artist on a feature length production for a foreign animation film. I was approached for my extensive knowledge in Zbrush and other 3D programs. Modelling and texturing the main character using programs which include Zbrush, Maya, Topogun, Photoshop, Keyshot, and Marmoset Toolbag.

FREELANCE, GAME DESIGNER 3D CHARACTER ARTIST REMOTE, ‘THE KEEPER AND THE SOLIDER’

Ongoing Project 1 year - June 2015

Approached for my skills in character design and texturing. Working in collaboration with a team of industry professionals, (concept artists, gamers, programmers and animators) to design and create ‘The Keeper and the Solider’ game. Initially I was required to create the Keeper (Main Character) and have since been given further characters to create and texture.

FREELANCE 2D MOTION GRAPHICS ANIMATOR AT BRUIZER FILMS(SUFFOLK)

1 Month Freelancer

Worked closely with the producer and corporate clients in London, on 4 projects created in 2D motion graphics Worked in studio and remotely.

FREELANCE 3D CHARACTER ARTIST AT THE DRAWING ROOM TDR (BIRMINGHAM)

Modelled a 3D character for a newspaper print in Zbrush.

Worked from home with constant communication with the client to get the desired look for the final image.

FREELANCE 3D ANIMATOR/ MODELLER AT ROCKSTAR (NORWICH)

Worked on two projects for two high end clients (Zomboy and Jessie J), rigging and animating in Maya, Zbrush and Photoshop.

I worked both at home and in the Rockstar studio

INTERNSHIP/FREELANCER AT MYRIAD GLOBAL MEDIA: 3D ANIMATOR AND AFTER EFFECTS COMPOSITOR

Originally a one-week internship that turned into a three-week work placement at Myriad Global Media in London as a 3D animator and After Effects compositor working on various projects for completion. Create and help finish off corporate animations for clients in the Oil Rigging industry using Maya and After Effects. My extensive skills gave me the advantage to be able to finish off what other animators had started as well as working within a small team helping to navigate various project files.

TANDEM FILMS, FREELANCE 3D ANIMATOR FOR "BING BUNNY" SERIES

February 2012- August 2012 7 months

Created 3D animatic from 2D storyboards whilst working closely with the producer to get the right camera position and feel for the scene, which would then be handed down to the Flash animators as a reference for them to work from to create the final 2D animatic for the clients.

Other duties included modelling in 3D using Maya and co working with other members of the team.

Other requirements included software knowledge for Maya, Photoshop, and Adobe Premiere.

EDUCATION

NORWICH UNIVERSITY COLLEGE OF THE ARTS (NUCA)

First Class Honors (BA) Animation at Norwich University College of the Arts, (NUCA) - 2012.

SUFFOLK NEW COLLEGE

BTEC National Diploma in Art and Design- 2009

REFERENCES

MATT ALDRICH

Lead Art Director – Goodgames Studios maldrich@goodgamestudios.com

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OLLY TYLER

Lead Animator for Myriad Global Media

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PROFESSOR SUZIE HANNA

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