MARK TAYLOR

**3D ARTIST +
REAL-TIME GRAPHICS EXPERT**

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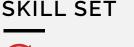
LOCATION
Denver, Colorado

PORTFOLIO
marktaylordesigns.com

SKILL SET

REAL-TIME GAME ENGINES
- Unreal Engine 4 and 5
- Unity

MODELING
- 3ds Max
- Maya
- Blender
- ZBrush
- SpeedTree

TEXTURING
- Adobe Substance 3D Painter
- Adobe Substance 3D Designer
- Adobe Photoshop
- Adobe Illustrator
- 3DCoat
- Marmoset Toolbag

RENDERING
- V-Ray
- KeyShot
- Lumion
- Twinmotion
- OctaneRender
- Corona Renderer
- RenderMan
- Redshift

COMPOSITING
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Bridge

GRAPHICS + WEB
- Adobe InDesign
- WordPress

OTHER
- Perforce
- Git
- RenderDoc

ABOUT

As a 3D artist with 10+ years of diverse experience, I balance creativity with deep technical know-how. I'm a gamer at heart, enthralled with the evolution of real-time graphics. Dedication to honing my craft drives me to continuously learn, which allows me thrive in dynamic environments with complex challenges. I advocate for innovation and push the boundaries of creativity and technology. I'm looking to lend my expertise and chase my passions with a collaborative, ambitious, forward-looking team.

EXPERIENCE

NORRIS DESIGN | DENVER, CO
JUN 2017-DEC 2022

3D Project Manager | March 2020-December 2022

- Led development of real-time graphics services for architectural and landscape projects that delivered more than $1.5 million in annual revenue
- Leveraged real-time rendering and game engines to create high-quality 3D still images, animations, VR, and interactive experiences for clients
- Designed, managed, and optimized real-time and offline renderer pipelines to deliver quality content on time and on budget with maximum efficiency
- Constantly learned and shared the latest real-time graphics software and techniques to drive technical expertise on my team
- Tested and troubleshot prototype projects for potential use cases

3D Visualization Artist | June 2017-March 2020

- Created 3D architectural and landscape assets for real-time rendering with modeling, texturing, materials, shaders, animation, rigging, and lighting
- Collaborated with multi-disciplinary teams to fulfill the client vision
- Integrated 3D content with video production and significantly improved animation workflow efficiencies for marketing and branding materials

MOXIE SOZO | BOULDER, CO
MAR 2016-APR 2017

Senior 3D Artist

- Collaborated with clients and internal teams to conceptualize and create 3D renderings for use in print and digital ads, web, mobile apps, and media
- Built a 3D content discipline and team from the ground up that added more than $500,000 in revenue with new and existing agency clients
- Integrated 3D workflows and software with 2D, web, and application teams
- Pitched and created innovative 3D content for brands like TaylorMade Golf, Mavic, Saloman, and Crazy Mountain Brewing in an iterative process

MICROSOFT | DENVER, CO
OCT 2013-MAR 2016

Aerial 3D Production Lead | January 2015-March 2016
- Led 3D Edit, Merge, and Quality Assurance teams to deliver more than 400 3D-modeled cities used in Bing and Windows maps on time and on budget
- Acted as the final eyes and hands on data at the end of a months-long pipeline, executing troubleshooting, quality guideline verification, and successful merge into the production environment

Merge Lead | August 2014-January 2015
- Led a team that performed final quality assurance checks and editing at the end of the pipeline before data was pushed to production

Team Lead | October 2013-August 2014
- Managed a team of 10 3D editors that completed 3D content modeling and texturing of high-profile locations and landmarks; achieved consistent ranking as the top performing team based on deliverables and efficiency
- Collaborated with engineering teams to develop new tools that boosted pipeline efficiency by 500%

3D Editor | August 2013-October 2013
- Edited 3D virtual cities and high-priority locations modeled with 3ds Max and other 3D management and editing software at the end of the pipeline

AVIDMAX | CENTENNIAL, CO
DEC 2012-AUG 2013

Designer
- Created branding and marketing materials for an outdoor gear company and designed popular apparel products sold to bicycling enthusiasts

METROPOLITAN HOMES | DENVER, CO
JUN 2012-DEC 2012

Marketing Manager
- Created graphic design assets and marketing materials for more than 10 residential developments including front and back end website creation

MARK TAYLOR DESIGNS | DENVER, CO
FEB 2012-PRESENT

Founder
- Creating 3D art including character, prop, and environmental assets using Unreal Engine real-time rendering and ray tracing; modeling, texturing, rendering, rigging, animation, and lighting all content
- Generating VR and game engine content with input player control, optimized UI/UX and HUD design

GAZILLABYTE | DENVER, CO
SEP 2011-FEB 2012

Graphic Designer
- Concepted and created graphic design assets, branding, marketing materials, and web design for large telecom and eCommerce clients

FANCY BY ACCIDENT | DENVER, CO
DEC 2010-SEP 2011

Designer
- Produced graphic design for various motorsports and mountain resort clients