



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
- ZBrush
- Maya
- SpeedTree
- Blender



TEXTURING

- Adobe Substance 3D Painter
- Adobe Substance 3D Designer
- Adobe Photoshop
- Adobe Illustrator
- 3D Coat
- Marmoset Toolbag



RENDERING

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



COMPOSITING

- Adobe After Effects
- Adobe Premiere Pro
- Adobe Bridge



GRAPHICS + WEB

- Adobe InDesign
- WordPress



OTHER

- Perforce
- RenderDoc
- Asana
- Git

ABOUT

As a 3D artist and leader with 15+ years of diverse experience, I balance creativity with technical know-how. I'm a gamer at heart, enthralled with the evolution of real-time graphics. My dedication to honing my craft drives me to continuously learn, which allows me to thrive in dynamic environments with complex challenges. I have led and mentored teams of talented artists, guiding them through high-pressure projects while fostering collaboration and innovation. I advocate for pushing the boundaries of creativity and technology, ensuring teams not only meet but exceed industry standards.

EXPERIENCE

■ TIPPING POINT SOLUTIONS | Denver, CO

DEC 2023-
MAR 2025

3D Supervisor | December 2024-March 2025

- Led a large team of 3D modelers, texture artists, lighting specialists, animators, and VFX artists, ensuring a high-performance creative pipeline
- Drove asset performance efficiency while achieving desired visual fidelity

3D Team Lead | December 2023-November 2024

- Designed and implemented a VFX production pipeline for rendering, shot creation, and animations in Unreal Engine
- Utilized Niagara, Sequencer, and advanced lighting techniques to achieve cinematic-quality visuals

■ NORRIS DESIGN | DENVER, CO

JUN 2017-
DEC 2022

3D Environment Artist | 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, virtual reality (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 troubleshooted prototype projects for potential use cases

3D Visualization Artist | June 2017-March 2020

- Created architectural and landscape assets for real-time rendering with 3D modeling, texturing, materials, shaders, animation, rigging, and lighting
- Collaborated with multi-disciplinary teams to fulfill the client vision

STRENGTHS



SELF-MOTIVATION

Always learning, growing, and striving to improve



CREATIVITY

Expressing my ideas and passions in bold ways



INNOVATION

Continuously applying new and evolving technology



LEADERSHIP

Setting a clear vision in an environment of empowerment



COLLABORATION

Maximizing the value of collective skill sets

EDUCATION

Art Institute of Colorado
2007-2011

Bachelor of Arts,
Media arts and animation

■ 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