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**Mark Vearrier**  
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<b>Mobile/Console</b> <b>SureShotHD</b> <b>Tobii</b>	<b>SupperHappy</b> <b>FunFun</b> Aug 1015 - Present	<b>Contract Artist</b> Environment, character/animal art, lighting, animation, GUI, marketing and social media support, Tobii eye tracking tech demos <a href="https://tobiigaming.com">https://tobiigaming.com</a> SureShotHD development. <a href="http://www.sureshothd.com">www.sureshothd.com</a>
<b>Multi. Mobile</b> <b>Titles</b>	<b>MyGoGames</b> Dec 1014 - Apr 2015	<b>Studio Art Director</b> Environment art, character art, animation, GUI and logo development, outsource managing, marketing and social media support.
<b>Win 8 &amp; Mobile</b>	<b>Merge Int.</b> Nov 2013- Dec 2014	<b>Lead Artist</b> Environment art, character art, animation, GUI and logo development as well as various prototype demos for Windows 8 and mobile devices using Unity 4.
<b>"Dark Ride"</b>	<b>R&amp;S Prod.</b> June 2013 - Nov 2013	<b>3D Artist</b> 3D concept and pre-viz development of theme park "dark ride" and theater attraction. Model/Texture/Lighting/Animation and character development for animation to be shown within the ride
<b>Win 8 &amp; Mobile</b>	<b>Merge Int.</b> June 2012- May 2013	<b>Lead Artist</b> Environment art, character art, animation, GUI and logo development as well as various prototype demos for Windows 8 and mobile devices using Unity 4.
<b>Faxion Online</b>	<b>UTVTrueGames</b> Oct 2009- June 2011	<b>Studio Art Director</b> Developed production pipelines, managed art staff, developed budgets, hires, managed out-sourcing of asset creation, creation of environments, characters, textures.
<b>MMO</b>	<b>KingsIsle</b> May 2006- Sept 2009	<b>Lead Artist</b> Developed production pipelines, managed art staff of 15 managed out-sourcing of asset creation, creation of environments, characters, textures.
<b>Pulse!!</b>	<b>Breakaway</b> Jan. 2006 - May 2006	<b>Art Director</b> Developed production pipelines, managed small art staff, mocap animations with Motion Analysis and Calcium, Used sub-surface scatter and normal map/parallax shaders for GameBryo engine.
<b>Stubbs the</b> <b>Zombie</b>	<b>Animation Farm</b> Oct. 2004 - Nov. 2005	<b>Game Artist</b> Level creation, modeling, texturing, lighting and animation for <i>Wideload Games</i> with the Halo engine.
<b>Golden Eye 2</b>	<b>EA-LA</b> July 2004 Oct. 2004	<b>Sr. Lighting Artist (contract)</b> Environment and character lighting. Photometric shadow map generation and HDRI dynamic lighting. Occasional level building and SPFX creation.
<b>Hell on Wheels</b>	<b>Skylab ENT.</b> <i>Take Two</i> May 2003 - April 2004	<b>Lead Character Artist</b> All character creation, modeling, textures, normal maps, rigging, animation, mixed key framing / mo-cap data Pre-pro and direction of mocap shoot. Creation of world objects, vehicles, environments, cinematic renders

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<b>Deus Ex II</b>	<b>Ion Storm Austin</b> <i>Eidos</i> Nov 2001 - Sept 2002	<b>Sr. Production Artist</b> Modeling, texturing, UV normal map generation and conceptual design of characters, weapons, SPFX, particles, interface development
<b>Deus EX PS2</b>	April - Oct 2001	<b>Freelance Contractor</b> Rendered FMV sequences for Deus Ex PS2 port, including remodeling/retexturing existing game assets, lighting, camera animation, SPFX and character animation

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<b>Runblade (RPG)</b>	<b>Retro Studios</b> <i>Nintendo</i> Sept 1999 - Feb 2001	<b>Lead Artist</b> Managed art staff of 15 for Game Cube development. Directed concept artists to develop look and feel Assisted Project Manager to develop and maintain schedule. Helped establish technically precise asset creation pipeline. Level creation, lighting, animation and character modeling/texturing for production. Pre-production and directed combat, stunt and cinematic MO-CAP sessions.
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<b>Wingblade, Derelict &amp; RPG</b>	<b>Bootprint ENT.</b> <i>GT Interactive</i> Oct 1998 - July 1999	<b>Art Director</b> Assisted in creation of game development studio startup. Assembled Art Staff for two production teams. Developed and maintained art schedules. Directed look and feel for two game concepts. Designed game proposal documents. Modeled, textured, lighting of demo arena for technology demo.
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<b>WC Prophecy &amp; Secret Ops</b>	<b>Origin Systems</b> <i>Electronic Arts</i> July 1993 - Oct 1998	<b>Art Director</b> Conceptual design. Managed team of 11 artists for production. Creation of CG sets and animations. Coordinated out of house resources for production. Coordinated SPFX for live action shoot CG comps. Worked with Marketing for production of ads, box cover, and documentation.
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<b>WC 3 &amp; 4</b>		<b>Sr. Animator</b> Created CG sets for video composites. On sight SPFX coordinator for live action shoot, Animation, Lighting, SPFX and game engine art production. Concept Art creation.
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<b>Silverheart</b>		<b>Art Director</b> Conceptual design. Managed team of 6 artists as well as external resources for production. SPFX for live action shoot. Created CG sets and animations
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<b>Betrayal at Krondor</b>	<b>Dynamix</b> <i>Sierra-on-line</i> Jan. 1990 -	<b>Lead Artist</b> Managed art staff of 5 and assisted Art Director with Concept, production, animations and tech aspects of game art production.
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<b>Others</b>	Mar. 1993	<b>Production Artist</b> Willy Beamish, A-10 Tank Killer, Red Baron, Aces of the Pacific, Heart of China, Rise of the Dragon, Nova 9, Stellar 7
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<b>Education</b>	B.A. Fine and Applied arts - University of Oregon	1988
	Professional Development/Management Training - University of Texas	1995
	Alias Wavefront Instructor Certification & certification level 2 & 3	1996

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<b>Skills</b>	Proficient in 3dsMax, Maya, Z-Brush, Photoshop, Premiere, PageMaker, MS Project, VSS, Alien Brain, Perforce, Kaydara Motion Builder Unity, Hero Engine, GameBryo, Halo, Unreal, M.O.H. EA, numerous proprietary production tools
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