Mark Conrad

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About Me

- Animator and tech artist with 11+ years in games, film, TV, VFX, and tech, from Fortune 500s to start-ups and boutique studios, focused on delivering high-quality, user-focused content.
- Lead global indie animation team to design Unreal Engine VFX pipelines and mentored artists and emerging leads through focused one-on-one training.

SKILLS

- Maya software package
- Unity and Unreal Engine
- Work independently on tasks
- Creative Problem Solving
- Collaborative Teamwork
- Python Scripting
- Character and prop Rigging
- Rendering and optimizing pipelines
- Working with Keyframe
- Problem-solving skills
- Game Development leading features from an animation direction

- Organized, detail-oriented, and good communication skills
- 3ds Max package
- Learning new technology and being adaptable
- Animating for characters and creatures
- Motion Builder software package
- Working with Mocap performances
- Good time management skills
- Work independently on tasks
- Mobile Games and understanding Scalability
- Ability to adapt and technical skills

WORK EXPERIENCE

[2k-Dublin](#)   **January 2024 – Present**

Gameplay Animator / Tech Artist   *Dublin, Ireland*

- Created rigging systems for weapons and props used in AAA game production, enhancing character functionality and gameplay mechanics.
- Developed automation tools and pipelines to reduce inter-department friction and streamline workflows with Python using MotionBuilder, Maya, and Unreal Engine.
- Acted as a liaison between artists and engineers to translate needs, clarify requirements, and improve communication.
- Optimized production processes by eliminating repetitive tasks and increasing overall team efficiency.
- Developed Unreal Engine Blueprints to implement complex gameplay features requested by the design team.
- Worked with Animation Blueprints and 2D/3D blend spaces in Unreal Engine to deliver high-quality animation systems for AAA titles.
- Contributed to gameplay animation across multiple Take-Two AAA titles, delivering high-quality character and creature animations from prototype to final production.
- Work collaboratively across departmental disciplines while keeping the game designer's vision in sight.
- Maintained open, transparent communication with Production, ensuring clear visibility into goals, progress, and risks to support accurate sprint and milestone planning.
- Lead Animator on feature discussions across stakeholders, balancing gameplay needs, animation quality, and production timelines to ensure the final product meets AAA standards and player expectations.

[Cat Daddy](#)   **February 2023 – August 2023**

Gameplay Animator / Tech Animator   *Kirkland, WA, USA*

- Animated over 22 characters for the video game "Play Maker," focusing on realistic physical interactions for football scenarios.
- Implemented and optimized animation blend trees within the custom game engine to enhance character movement fluidity.
- Developed custom tools and automation scripts using Python and MaxScript, significantly improving efficiency in animation processes.
- Collaborated with the camera team to create dynamic and cinematic in-game moments, leveraging expertise in camera lens effects.
- Improved inter-departmental communication to streamline the integration of animations within the custom engine, ensuring seamless gameplay experiences.
- Helped ship the game Playmaker.

WIMO   June 2021 – November 2022
Animator / Character Rigger   *Austin, TX, USA*
- Created a wide range of animations from idle to attack cycles using the Unity engine and 3ds Max for over 52 characters, ensuring timely project completion.
- Developed custom tools with MaxScript to enhance the animation process, resulting in a 30% reduction in animation production time.
- Implemented animations and designed animation blend trees in Unity, optimizing character movement and in-game fluidity.
- Successfully rigged and skinned characters for the game RPG Dice Heroes of White Stone, contributing to the game's successful shipment and immersive gameplay.
- Maintained a high throughput by completing 5-7 character animations weekly, consistently meeting the studio's production deadlines.
- Helped ship the game RPG Dice Heroes of Whitestone.

Brain Zoo   March 2021 – June 2021
Animator / Prop Rigging   *Los Angeles, CA, USA*
- Improved storyboard dynamics through scene interpretation. At times would create new storyboards to improve the performance of the sequences.
- Responsible for camera layout and final animation, ensuring alignment with creative vision and project timelines.
- Develop Python-based animation tools to speed up production.
- Helped clean up junior animators' work and mentor them through their challenges.

Genies   May 2019 – May 2020
Animator / Tech Artist   *Venice, CA, USA*
- Created character animations for avatars, incorporating dynamic body motion and expressive facial performances to convey a wide range of emotions.
- Transitioned the animation pipeline from Spine 2D to a comprehensive 3D system using Maya and Unity, enhancing animation complexity and quality. This allowed the startup to scale faster, project the long-term life of their products, and utilize outside vendors.
- Tested and refined rigs for rapid prototyping, ensuring seamless integration from Maya to Unity, thereby optimizing production workflows.
- Developed custom Python tools to streamline animation processes, increasing department efficiency and workflow automation.
- Established and managed the 3D pipeline and R&D processes for Genies, integrating Maya into Unity to support innovative avatar development.

Aquamen Entertainment   **March 2018 – May 2019**
Pipeline Technical Director   *Hollywood, CA, USA*

- Aquamen Entertainment specializes in efficient production pipelines for creative studios.
- Created systems for efficient information aggregation and submission.
- Implemented Autodesk Shotgun for asset tracking and task management.
- Managed user needs among artists, staff, and overseas partners.

[SunnyBoy Entertainment](#)   November 2017 – March 2018

Animator / Tech Artist   *Pasadena, CA, USA*
- Collaborated to deliver animation and rig updates to expectations, solving the creative director's needs as the production moved quickly.
- Resolved inconsistencies in animation assets to ensure VR pipeline stability.
- Improved asset output through quality passes and cross-department communication.

[Dreamworks Animation](#)   August 2015 – November 2017

3D Modeler   *Burbank, CA, USA*
- Supported 4 directors across multiple productions with technical and creative tasks with a short turnaround.
- Performed Quality Control and troubleshooting to maintain production stability. Reviewing up to 120 assets a day.
- Developed tools to improve artist workflow efficiency by over 30%.

EDUCATION

Gnomon Entertainment Design and Digital Production   **May 2015**

Westwood College   **May 2007**

Bachelor of Science in Game Art and Design   *Denver, Colorado*

CERTIFICATIONS / Development

- **Certifications:** Animsquad Character Animation Class
- Working on learning C++ programming language
- Building a locomotion system in Unreal Engine for Animation Blueprints
- Creating control rigs to animate directly in Unreal Engine, so I can remove Maya and MotionBuilder from my workflow