

MARK NEUMANN
609-668-8458
markneumann83@gmail.com
www.markneumann.net

EMPLOYMENT

Dassult Systemes 3DEXCITE - Technical Lead / Senior 2D-3D Generalist / 2D-3D Generalist

Jan 2013 - Present

Responsible for the modeling, texturing, shading, lighting, and rendering of 3D assets and the compositing of those assets for imagery to be used in various media formats. Works closely with art directors and creative agencies to achieve their creative vision on time and on budget. Serves as a compositing operator during client facing sessions. Mentors artists in the 2D/3D pipeline and teaches them advanced 2D/3D concepts. Works closely with other leads/TD's/supervisors on issues in the pipeline and develops ways to improve the 2D/3D pipeline. Serves as lead on projects and manages a team of artists.

Digital Domain Media Group - Digital Compositor

Feb 2011 - Sept 2012

Responsible for compositing 3D elements into live action plates, green screen removal, matte painting integration, rotoscoping, paint fixes, environment artist, and stereo conversion/compositing. Completed compositing work using Nuke on the films 47 Ronin, Transformers 3, The Smurfs, and the shorts Heads Up Display and The Ball Unleashed.

C.O.R.E Digital Pictures - Digital Compositor

Sept 2009 - March 2010

Responsible for compositing 3D elements, color correction, rotoscoping, tracking, matte creation and paint fixes. Completed compositing work using Shake on Nickelodeon's Planet Sheen.

Switch VFX - Digital Compositor

June 2009 - Sept 2009

Responsible for rig and wire removal, paint fixes, rotoscoping, tv screen replacements, and 2D/3D tracking. Completed work on the films Saw 6, Frankie and Alice, and The Tortured using After Effects, Fusion, and Combustion.

EDUCATION

Sheridan College

Graduate Certificate - Computer Animation : Digital Visual Effects

Rutgers University

Bachelor of Arts - Dual Major in Computer Animation / Motion Picture Theory and Production

SPECIAL SKILLS

-Python scripting for nuke, camera operator, photography, and on set broadcast production experience

SOFTWARE

Nuke, Shake, Fusion, and Combustion
Maya, Softimage XSI, 3ds Max
Photoshop, After Effects, Premiere
Mocha, Boujou, SynthEyes
HDR Lightstudio

Renderman Studio, Mental Ray, V-ray
Final Cut Pro
Mari, Mudbox
DeltaGen

OPERATING SYSTEMS

Windows 7 and below, Mac OS, and LINUX

PROGRAMING LANGUAGES

Python, C++

REFERENCES AVAILABLE UPON REQUEST