

Mark Yi

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OBJECTIVE

With a BFA in Computer Arts and over four years of professional graphic/web design experience, I am seeking an opportunity as a 3D Modeler where I can utilize my breadth of skills as a Digital Artist and will challenge me while encouraging my continued career growth. I am looking to continue to make significant, positive differences for my team and company.

SKILL SUMMARY

Graphics Design | 3D Modeling | Modeling | Lighting | Texturing | UV Mapping | Exporting Normal/Displacement maps

WORK EXPERIENCE

Ignite Game Technologies

San Francisco, CA

3D Modeler

2008 – Current

- Model cars and tracks, texture, UV and import into gMotor engine
- Manage all digital assets, web and design content for use in game or online
- Work with designers to develop new UI and website to coincide with game launch

Metapro Inc.

Sunnyvale, CA

Graphic / Web Designer

2005 – 2008

- Designed product packaging and physical catalog
- Updated and maintained company website using HTML and Flash

IDGA Tech Camps, Stanford University

Palo Alto, CA

Activities Director (Games Modeling & Modding)

2007

- Taught high school students the basics of 3D including modeling and modifying a game using Maya and Beyond Virtual game engine.

COMPUTER SKILLS

Maya 2008

MS Office 2007

Zbrush 3.1

Quark 6.0

Adobe Photoshop CS3

3D Studio Max 9.0

Adobe Illustrator CS3

Headus UV Layout 1.9

Adobe Dreamweaver CS3

HTML

Adobe After Effects CS3

CSS

Adobe Fireworks CS3

Corel Painter IX

Adobe Flash CS3

gMotor Engine

EDUCATION

Masters of Fine Arts in 3D Modeling with a Specialty in Games and Movies

Spring 2008

Academy Art University, San Francisco, CA

Bachelors of Fine Arts in Graphics and Web Design

Spring 2003

Academy Art University, San Francisco, CA

Bachelors of Arts in Business?

Summer 2000

San Jose State CSU, San Jose, CA

* References available upon request *