

Mark Fry – VFX Artist / Composer

email: mark@teamfrykes.com
www.teamfrykes.com/mark
Linkedin: uk.linkedin.com/in/frymark

Location: London, UK

Software

Proficient in:

- Nuke
- Maya
- PFTrack
- Photoshop
- Premiere
- idTech

Workable knowledge of:

- Shake
- After Effects
- Boujou
- Matchmover
- Maya Live

Training

Online training:

Escape Studios (2010)

Camera Tracking for VFX
(PFTrack, Maya Live, introduction to VFX and camera theory)

Maya Essentials Bundle
(modelling, animation, texturing, lighting, rendering)

Advanced Shading with Maya & Mental Ray

Advanced Lighting with Maya & Mental Ray

Nuke for 3D Artists

Classroom training:

Applied Multimedia Training Center
(1997-1998)

3D & Special Effects Animator
(Alias | Wavefront PowerAnimator, Softimage Eddie, IRIX on SGI O2)

Multimedia Design and Communication
(Photoshop, Premiere, Freehand, Director, Quark XPress, Infini-D, Mac)

Introduction

I am a Canadian citizen with indefinite leave to remain in the UK. I am interested in working as a **Nuke digital compositor** for feature films and have a keen interest in stereoscopy, photo/cinematography and filmmaking.

Experience

Roto Artist, Double Negative

Jan 2012 – Present

- Roto Artist creating spline-based articulated mattes and dustbusting/plate restoration for feature films using Nuke and proprietary tools. To speed up the roto process, I try to use matchmove cameras & geometry or planar tracks in Nuke.

Sabbatical: Learning VFX

Sep 2009 – Dec 2011

- Developing skills for compositing, camera tracking and CGI
- Exploring HDSLR filmmaking with my Canon 550D/T2i and d.i.y. camera rigs

Multiplayer Lead Level Designer, Endrant Studios

Apr 2008 – Aug 2009

- *Wolfenstein* video game (PC, Xbox 360, PS3)
- Modelling, world building, lighting, scene optimizations, managing the level design team

Lead Level Designer, Splash Damage

Jun 2002 – Mar 2008 (Lead as of Jul 2005)

- *Enemy Territory: Quake Wars* video game (PC) (Lead Level Designer)
- *Doom3* video game (PC) (Senior multiplayer Level Designer)
- *Wolfenstein: Enemy Territory* video game (PC) (Level Designer)
- Modelling, world building, lighting, scene optimizations, A.I. scripting, liaison for executive producers & outsource developers, managing the level design team

Graphic Artist, Monument Production (Winnipeg) Limited

Mar – Apr 2002

- Created graphics to dress sets and props for TV movie *Christmas Rush*

Graphic Designer/Web Developer, Allmedia Inc.

Oct 2001 – Mar 2002

- Flash animator, graphic design, video shooting & editing for a new-media TV pilot

Sabbatical: Learning Level Design

Mar – Oct 2001

- Developing real-time 3D level design theory & techniques using idTech3

Lead 2D Compositor, Digital Chameleon

Oct 2000 – Mar 2001

- Using ToonBoom USAnimation for animated TV series *Treasure* (Cinar/BBC)

Graphic Designer/Web Developer, Manlab Internet

May 1999 – Jul 2000

- Flash animator, graphic design, streaming video productions