

Gregory B. Marlow

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ANIMATION ARTIST



Experienced Game Artist/Professional Animator/Proven Leader/Problem Solver

A highly energetic, personable, and results-oriented artist with outstanding animation and design skills. Offering 7 years of dedicated experience in demanding work environments.

CORE STRENGTHS

- AAA game studio-experienced animator
- Strong understanding of production pipeline
- Team leader and experienced teacher
- Character and environment modeling and texturing experience
- Advanced rigging skills
- Systems improvement – improving efficiency and quality

EDUCATION

Certificate in Advanced Character Animation: Animation Mentor Online Animation School.

Master of Science: Digital Media from East Tennessee State University.

Bachelor of Science: Digital Media from East Tennessee State University.

SOFTWARE EXPERIENCE

Maya, 3DS Max, Motion Builder, Adobe Photoshop, Z Brush, Digital Fusion, Mel Scripting, Adobe After Effects, Adobe Premier, Mudbox, Flash, The Setup Machine, Ogre engine, Firaxis proprietary game engine

PROFESSIONAL EXPERIENCE

2K GAMES, FIRAXIS

January 2009 – current

Animator

- Animated seven leaders for the PC title Civilization V.
- Created full body and facial animation for in-game diplomacy cinematics.

- Animated multiple unit cycles including death, attack, run, and idle for biped and quadruped characters.
- Contributed to the development of unannounced titles for 2K Games.
- Scored exceed expectations on managerial and peer reviews.

FREELANCE WORK

January 2003 – current

Freelance Artist

- Created preproduction animation for feature film to be produced by DreamSire Entertainment.
- Created preproduction animation for feature film to be produced by Time View Development.
- Modeled, rigged, and posed characters for training software for Professional Hiring Tools.
- Modeled prototype game console and human organs used in instructional presentation for Montgomery Technology, Inc.
- Created posed human 3D illustrations for exercise manual.
- Animated military characters in various game cycles for independent game makers.
- Developed 2D platform art for iphone game.

UNIQUE LOGIC AND TECHNOLOGY

May 2006– December 2009

Senior Artist

- Lead team of eight artists in creating all art assets for multiple titles for Play Attention video game.
- Created over half of all animations used in all Play Attention titles from 2006 through 2009.
- Lead short film division in creating five films to be used as promotional tools for Play Attention game system.

TEACHING EXPERIENCE

SESSIONS.EDU

March 2010– current

Animation Instructor

- Tutored students in the fundamentals of animation.
- Provided one-on-one feedback via video screen casts.
- Developed new instructional techniques for Sessions.edu.
- Updated animation curriculum.
- Created promotional material for Sessions.edu website.

EAST TENNESSEE STATE UNIVERSITY

January 2005– December 2009

Instructor

- Instructed “Introduction to Animation.”
- Instructed “Principles of Visualization: Introduction to Maya.”
- Instructed “Raster-Based Imaging: Introduction to Photoshop.”
- Served on mentoring team with other faculty members.

References and Supporting Documentations Furnished upon Request