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# Mark Zarich

## Objective

Computer Graphic Artist

## Experience

1999–2000                      Su Shann Productions                      Los Angeles, CA

### **3D modeler**

- Worked with illustrators to translate conceptual drawings to 3D models
- Illustrated variations on conceptual drawings prior to modeling
- Built 3D models
- Produced texture maps for 3D models
- Translated 3D geometry and textures to other formats for use in various 3D graphics applications

2000–2001                      Pulse Entertainment                      San Francisco, CA

### **Product Specialist**

- Used proprietary software to produce graphics for clients
- Produced graphics for use in web based client solutions
- Used proprietary and off the shelf graphics software to produce web based content for clients
- Conducted corporate trainings with 3rd party developers in usage of proprietary software

2003-2005                      Arkasoft                      San Jose, CA

### **2D/3D artist**

- Created 3D content for use in facial tracking technologies
- Creation of 2D props to be incorporated into live video
- Modeling and texturing of 3D heads for delivery on mobile platforms