

# Mark DeDecker

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<http://monkeymuscle.blogspot.com/>

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## SKILLS

- Software: ZBrush , Maya, BodyPaint 3D, Photoshop, GSI Studio, mental ray
- Operating Systems: Windows, Mac, Linux

## EMPLOYMENT HISTORY

**Ignition Entertainment Ltd.**, Gainesville, FL

April 2008 - May 2009

Lead Character Artist

*Unannounced Project* (Xbox 360, PS3)

- Sculpted/modeled/textured several characters from in house concepts for an undisclosed Next Gen game
- Managed a character team of four artists

**Gentle Giant Studios**, Burbank, CA

Sept 2006 - April 2008

Lead Character Artist

*Golden Axe* (Xbox 360, PS3)

- Modeled/textures 27 characters for PS3/Xbox 360

*Kingslayer* (PS3)

- Managed project headed by Technicolor on five characters

*Diamond Select Toys*

- Various sculpts and bust for output for Diamond Select
- Sculpt of Venom/Spiderman3 made cover of Toy Fare magazine June 2007

*Iron Man* (Film)

- Collaborated on modeling Ironman suit for film

*Iron Man* (Xbox 360, PS3)

- Titanium man for Ironman game

*Species 4* (Film)

- Sculpted/modeled/textured actresses' likenesses
- Textured alien suits and modeled multiple blend shapes.

Other films/games/products included:

- *The Hulk*
- *10,000 B.C.*
- *Outlander*
- *THX in-theater intro*
- *Turok the Dinosaur Hunter ads*
- *Various ILM Star Wars Character Product*
- *THQ (WWE and UFC)*
- *Disney interactive (Cars, Ratatouille)*

**Gnomon School of Visual Effects**, Hollywood, CA

June 2006 - Sept 2006

Lab Tech

- Assisted students on projects and with software/hardware issues

## **FREELANCE**

**Freelance Modeler**, Los Angeles, CA

*Sopranos* (PS2 Cinematics), *Lair* (PS3 Cinematics)

- Freelance modeling for clients including THQ and Sony Computer Entertainment

**Martian Labs/Method Studios**, Los Angeles, CA

- Modeled insects for Mini Cooper spec commercial

**Martian Labs/Visual Goodness**, Los Angeles, CA

- Modeled silver cell phone for Cingular website

## **EDUCATION**

**Gnomon School of Visual Effects**, Hollywood CA

**2004 - 2006**

- Two-year Certificate Graduate
- Focus in organic modeling and texturing

**Columbia College**, Chicago, IL

**1991 - 1993**

- BFA, Visual Communication, TV Production

**School of the Art Institute of Chicago**, Chicago, IL

**1989 - 1991**

- Graphic design

## **INTERESTS**

- Character Design, Figure drawing, Sculpting, Watercolor, Conversational Japanese, FPS Gaming.