

MARK FORSYTH

Email: mark@mforseyth.com

On-line Portfolio: <http://www.mforseyth.com>

OBJECTIVE

I am seeking a position that will allow me to create stunning visual effects for exciting projects.

EDUCATION

Bachelor of Science, Computer Animation - The Art Institute of Portland

SHIPPED TITLES

Battleborn, Borderlands: The Pre-Sequel, Aliens: Colonial Marines, Borderlands 2, Borderlands, Brothers in Arms: Hell's Highway, Hellgate: London, Guitar Hero 2, Elder Scrolls: Oblivion, Stubbs the Zombie, The Movies, SWAT 4, Battlefield: Vietnam, The Sims 2

PROFESSIONAL EXPERIENCE

Gearbox Software

November 2006 – Present

•VFX Artist

-Battleborn

-Borderlands: The Pre-Sequel

-Aliens: Colonial Marines

-Borderlands 2

•3D Artist / VFX Artist

-Borderlands

-Brothers in Arms: Hell's Highway

Liquid Development

April 2003 – November 2006

•Lead Level Designer

-Blue Omega, *Damnation*

•Art Manager

-Wild Tangent, *Mojo Masters*

-Harmonix, *Pre-rendered Proof of Concept Videos*

•Lead Level Artist

-Wideload Games, *Stubbs the Zombie*

•Level Artist

-Wild Tangent, *Polar Golfer: Pineapple Cup*

-Digital Illusions, CE, *Battlefield: Vietnam*

-Origin, *Ultima X: Odyssey* (cancelled)

•Environment / Prop Artist

-Harmonix, *Guitar Hero II (XB360)*

-The Collective, *Dirty Harry* (cancelled)

-Flagship Studios, *Hellgate: London*

-Incognito, *Warhawk*

-Bethesda, *Elder Scrolls: Oblivion*

-Lionhead Studios, *The Movies*

-Wild Tangent, *Snowboard Superjam*

-Origin, *Ultima X: Odyssey* (cancelled)

•Character Texture Artist

-Irrational Games, *Swat 4*

•Production Artist

-Maxis, *Sims 2*

-Origin, *Ultima X: Odyssey* (cancelled)

COMPUTER SKILLS

• 3ds Max / Character Studio • FumeFX • Rayfire • Adobe Photoshop • Adobe After Effects
• Adobe Illustrator • Adobe Premier • Maya • Zbrush • Mudbox • Deep UV / Deep Paint
• Unreal Engine 1.0 – 4.0 • Gamebryo • Digital Illusions' Battlefield Editor • Halo Editing Kit
• Dawn of War Mission Editor • Terragen

QUALIFICATIONS

• Strong creative abilities and design sense • Traditional art training in drawing, painting and sculpture
• Passionate about visual effects and game production • Strongly self-motivated and driven
• Works well in a team environment • Avid gamer