

Paul Markert

Athens, Georgia • 770-377-6708 • Paul.Markert@uga.edu • [Selected Portfolio Link](#)

Artist specializing in Unreal Engine 4, 5, and Maya. I am motivated to push myself out of my artistic comfort zone and learn new approaches or techniques when possible.

Click on the [Selected Portfolio Link](#) to view my website.

Experience

Cape Fear Community College, Wilmington, NC

Program Director for Simulation and Game Development – July 2024- present

- Designing the curriculum for our certificate programs as well as our two-year associate's degree.
- Ensuring that classes are up to date and meet the standards of the NCCC system.
- Teach classes in design, programming, animation, and modeling.
- Manage staff to handle students' needs.

Devil's Den

VFX Artist – June 2023

- Collaborating with a team of VFX artists on a short film.
- Responsible for tape and background removal as well as a scene implementing muzzle flash and a gunshot wound.
- Examples of my contribution can be found here: <https://vimeo.com/871698076#t=5m18s>

What You Wish For

Modeler and Animator – January 2023-June 2023

- This animated short was selected for the Lift-Off Global Network's First-Time Filmmaker Sessions and will premiere on Vimeo from March 25th to April 8th.
- Collaborating with a team of artists to devise a story.
- Provide environmental objects for the background (trees, bushes, and camping equipment.)
- Designing and modeling characters such as a shooting star and snail
- Providing rigging and animation for multiple characters.

Rolly Stories

Solo Game Development and Game Narrative in Unreal Engine 5 – April 2022-March 2023

- Available on [Itch.io](https://itch.io).
- Designing the game world from paper designs to box layout to the final detailed product.
- Implementing all the player's moment-to-moment gameplay as well as a basic AI for every nonplayer character.
- Integrating and crafting all player UI.
- Crafting complex postprocessing materials to create outline looks and color palettes.
- Constructing the entire project in Blueprint Visual Scripting.
- Used this experience to write my MFA Thesis, *Solo Game Development, and Game Narrative in Unreal Engine*.

Artimatic Technologies, Inc

Intern-January 2022-May 2022

- Maintained and improved the quality of a Maya plugin that uses AI to paint skin weights for a bipedal model automatically.
- Creating human models in Maya to test said plugin.
- Developing and testing a MEL script to duplicate the models with different variations on the polygon count.
- Crafting animations in Maya for advertisement.
- Researching and concept creation in Unreal 4.21 to create web page games for advertisements.

Paul Markert

Athens, Georgia • 770-377-6708 • Paul.Markert@uga.edu • [Selected Portfolio Link](#)

University of Georgia, Athens, GA

Professor of Record, THEA 5680 - August 2022-December 2022

Key Accomplishments

- Instructing a class of sixteen students.
- Overseeing the development of each student's game for their final project.
- Taught material and texture design for both objects and postprocessing.
- Instructing students in the fundamentals of lighting
- Creating all the needed models and animations in Maya for the course.

EducPration

University of Georgia, Athens, Ga
MFA in Dramatic Media

Marymount Manhattan College, New York, NY
B.A. Theatre Arts with a concentration in Directing.

National Theatre Institute, Waterford, CT
2010 Theatremakers, Director
2011 Advance Director Program

Skills

- Was a finalist for the 2022 Tennessee Williams & New Orleans Literary Festival's One Act Contest.
- Once directed a completely silent play about circus performers in the NYC InternationalFringe Festival
- Highly proficient in Slack, Adobe Photoshop, After Effects, Premiere Pro, Aero, Maya, Unreal Engine 4 and 5, Blueprint Visual Scripting, Final Cut Pro, Max