

Mark Tse

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Experience

Senior Graphic Designer, **CORAID**. October 2014 - January 2015

- Designed the visual treatment for the GUI of the Klamath and Ethercloud data storage solution.
- Designed the overall model for data visualization and data management.

Senior Game Artist, **gloops International Inc./ Nexon M**. March 2012 - October 2013

- Responsible for creating 3d art, concept art, graphic art, production art, illustration for social games.
- Shadow Alliance (2012) - designed and illustrated weapons for this card battle rpg game for iOS
- Apoc Wars (2013) - illustrated, modeled, and animated vehicles and mechs for this real-time strategy game for iOS
- untitled (2013) - illustrated, modeled, and animated vehicles and mechs for arcade game for iOS

Game Artist, **Disney Interactive Media Group**. October 2008 - March 2012

- Responsible for creating 3d art, concept art, graphic art, production art, illustration for social games.
- Responsible for creating UI/UX wireframes for mobile development

Academy Resource Center Tutor, **Academy of Art University**. August 2008 - October 2008

- Tutoring undergraduate and graduate students on the 3d modeling track at AAU.

Design Intern, **Outspark.com**. Jun 2008 - August 2008

- Created avatars for web forums and chat rooms for Project Powder, an (MMORPG) snowboarding game and Blackshot, an online first person shooter
- Concept art for avatar-based web based social networking game in development.

Freelance 3D Modeler, **Indieanimation.com**. Fall 2007

- Created 3D models and textures for assets.

Lab technician, Molecular amplification lab at **Binghamton University**. Prof. Andrew Merriwether, Dec. 2004 - May 2005

- Designed a 3D coordinate-based system and workflow process to manage the archiving and retrieval of plasma, buffy coat, extracted DNA, and urine samples.
- Independently conducted a project that involved extracting mitochondrial DNA (mtDNA) from humans and animals.
- Used nonspecific primers to PCR amplify mtDNA that is not species-specific and "BLASTed" to identify the species in terms of cladistic relationships. The main goal was to develop and calibrate the ideal conditions for nonspecific primer amplification between human and lower vertebrate DNA.
- Performed a comparative analysis between the results from the NCBI BLAST system and the results of a custom prototype blast program.

Graphic designer, **Cleaner's Supply**. Jul. 2004 - Sept 2004

- Designed vector art for logos and custom invoices of dry-cleaning companies and other clientele.
- Communicated between the graphic and customer service departments for case-by-case approvals.
- Prepared images for screen-printing positives.

Skills

Adobe After Effects, Adobe Photoshop, Adobe Illustrtaor, Autodesk Maya, Autodesk Inventor, Autodesk 3ds Max, Crazy Bump, Headus, UV layout, Pixologic ZBrush, X-normal

Education

Academy of Art University. Department of Animation and Visual Effects, 2005-2008

Master of Fine Arts in Animation and Visual Effects, empahasis in 3d Modeling

Binghamton University. 2001 - 2005

Bachelor of Science in Anthropology, emphasis in Biological Anthropology Studies

- Dean's List 2005