

Mark Krentz

Senior 3D Artist

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Summary

Accomplished Senior Digital Artist in stylized animation, VFX sets, asset creation and Asset Supervisor on 5 feature films. Experienced, motivated, with a supportive working style that excels in a collaborative work environment.

Technical Summary

Maya, Zbrush, Mari, Speed Tree, Substance Painter, Photoshop, Nuke, Katana, Arnold, UV Layout, 3D Coat, Topogun, After Effects, AutoCAD, Model Mill. Experienced in working with Linux, Windows and Mac OS

Professional Experience

March 2017 - Present

Spin VFX

901 King St.

Toronto, ON M5V 3H5

CG Supervisor

- Technically and creatively supervise all CG creation on episodic and feature film productions

Sept 2016 – March 2017

CBS / Streak Productions

225 Commissioners St.

Toronto, ON M4M 0A1

Senior Modeler

- Modeled Federation ships for CBS's Star Trek Discovery

May 2016 – Aug 2016

Arc Productions

364 Richmond Ave
Toronto, ON M5V 1X6

Asset Supervisor

- Managed asset production in house and with freelance team on Sony Pictures Animation feature The Star.
- Technical quality control on Disney Televisions Elena of Avalor

Dec 2015-Dec 2015 (short term contract)

Jamm VFX

1637 12th St.
Santa Monica, CA 90404
310-450-0555

Senior Hard Surface Modeler

- Designed and modeled hero robot for Kohler spot

Oct 2015-Nov 2015 (short term contract)

MPC Santa Monica

1437 4th St.
Santa Monica, CA 90401
310-526-5800

Senior Modeler

- Modeled and Set Dressed Call of Duty Black Ops spot
- Modeled Faraday's flagship racecar for CES

Sept 2015-Oct 2015 (short term contract)

Mirada Studios

4235 Redwood Ave.
Los Angeles, CA 90066
424-216-7170

Senior Modeler

- Modeling on a unannounced VR project

July 2015-Aug 2015 (short term contract)

MPC Santa Monica

1437 4th St.
Santa Monica, CA 90401
310-526-5800

Senior Modeler

- Modeled and textured VR assets for Ridley Scott's The Martian movie

June 2015-July 2015 (short term contract)

Duncan Studio

35 N Arroyo Pkwy #200

Pasadena, CA 91103

626-578-1587

Senior Modeler

- Worked with Ken's Art Department building a primary character for an animation and proof of concept test for an unannounced project

Feb 2015-Apr 2015 (short term contract)

MPC Santa Monica

1437 4th St.

Santa Monica, CA 90401

310-526-5800

Senior Modeler

- Built hi rez environmental game assets for Blizzards Heroes of the Storm Spot.

Oct 2013-Jan 2015

RGH Entertainment

5901 De Soto Ave.

Woodland Hills, CA 91367

818-715-7179

Senior Modeler & Texture TD

- plan, plot and build 3d previz environments and assets for layout using proprietary camera shader
- build and texture hi rez environments and assets for large format, full immersive dome attractions
- research and test alternate technologies to create past and present environments for Red Sea Astrarium project

Aug 2002 – Sept 2013

Sony Pictures Imageworks

9050 w. Washington Blvd

Culver City, CA 90232

310-840-8000

Model Supervisor

- Model Supervisor on 2 Feature films including Hotel Transylvania and Beowulf
- Model Lead on G-Force and Monster House
- Managed modeling team at satellite location in Chennai India
- Worked with Pipeline Department testing various proprietary software including facility Assemble Components System (USD)

- Member of modeling council to discuss and implement new tools into the modeling pipeline
- Worked with facility Education Department to create modeling training video for new hire's
- Gave lectures to students who were enrolled Sony Pictures IPAX program
- Crossed trained in other departments including Lighting and Compositing

Jun 2009 – Aug 2009

Aaron Sims Company

1041 n. Formosa Ave

Suite 111/113 SME

West Hollywood, CA 90046

Senior Modeler

- worked with Aaron's design team to build digital mock up environment models for Zack Snyder's Sucker Punch
- built concept model of Gatling Gun Samurai

Mar 1998 – July 2002

Scenery West

11461 Hart St.

North Hollywood, CA 91605

Digital & Practical Modeler/Draftsman

- created shop drawings for Theme Parks, Commercials, Concerts or Feature Films Set elements using AutoCAD
- operated the shops 3 Axis CNC Router using Model Mill and AutoCAD to cut out parts from various materials to be assembled on floor
- built practical models of themed installations, commercials or attractions
- used Alias's Maya to build digital models for client fly throughs of themed attractions.

Education

California Institute of the Arts

- BFA in Set Design for Theater and minored in the School of Animation.

Gnomon School of Visual Effects

- Certificate in Animation, Rigging, Character Skinning

Red River Community College

- Honors Graduate in Architectural Drafting

University of Manitoba

- Under Graduate in Greek and Roman Art and Architecture

Art Center College of Design

- Certificate in painting

Pacific Arts Institute

- Certificate in Fundamentals of Maya

References

Sean Phillips – VFX Supervisor – 310-339-0769

Danny Dimian – VFX Supervisor – 213-308-2408

Peter Nofz – DFX Supervisor – 310-948-0518

Bruce Buckley – Model Supervisor – 310-570-9125

Kevin Hudson – Model Supervisor – 323-448-6880

Dennis Bredow – Texture Supervisor – 310-840-8209