

MARK IAN FERRER

DIGITAL ARTIST

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HELLO

I am a seasoned artist with many years of studio experience under my belt, working on film, TV, animation, and video games. I have worked in several locations from Los Angeles to Vancouver, Montreal, Austin, and Atlanta. I am eager to step up to the challenge of becoming better at the things I am passionate about: creating artwork, sharing ideas, learning new things, and most of all, working with others who are just as enthusiastic!

EDUCATION

**Bachelor's of Science in
Computer Animation -
Full Sail University**

2010-2012 | Winter Park, FL
Focus: Visual Effects, Compositing,
and Animation

SKILLS

- Experienced with leading teams, and determining accurate bid times for work tasks.
- Strong ability to learn new software and able to work comfortably in Windows, OS X, and Linux environments.

SOFTWARE

- Maya
- Photoshop
- Silhouette
- Nuke
- After Effects
- Mocha
- Unreal Engine
- Blackmagic Fusion
- Premiere
- ShotGrid
- FTrack
- Jira
- Deadline
- Perforce

EXPERIENCE (MORE AT MARKIANFERRER.NET)

LIGHTING ARTIST | HALON ENTERTAINMENT

DECEMBER 2021-MAY 2025 | ATLANTA, GA

- Performing various lighting and compositing tasks for making key art renders of in-game assets for use in marketing for cosmetics and battle passes, social media, and in-game UI. Responsibilities include: posing and lighting game assets within Unreal Engine 5, problem solving materials, textures, blueprints, FX, and other factors to stay within art style guidelines, compositing renders utilizing After Effects, Photoshop, and Natron for final images.
- Utilizing Jira and ShotGrid to track asset assignment progress and to collaborate with other artists and members of production.
- Credits: Fortnite

COMPOSITOR | FLOYD COUNTY PRODUCTIONS

MARCH 2020 - JUNE 2021 | ATLANTA, GA

- Performing various compositing tasks using Blackmagic Fusion. Tasks include: compositing 2D animation and background elements ingested from Photoshop and Toon Boom Harmony, 3D projections, rotoscoping, and integrating 3D CG multi-pass elements.
- Utilizing Ftrack to track shot progress and to collaborate with other artists and members of production.
- Credits: Marvel's Hit Monkey

COMPOSITOR | MPC

OCTOBER 2019 - DECEMBER 2019 | MONTREAL, QC

- Performed various compositing tasks using Nuke. Tasks included: compositing various elements, CG element/AOV integration, color matching to similar shots in a sequence, tracking, rotoscoping, paint work, and blue screen matte extractions.
- Credits: Sonic The Hedgehog

COMPOSITOR | ROOSTER TEETH

JANUARY 2019 - FEBRUARY 2019 | AUSTIN, TX

- Performed all compositing tasks within After Effects such as element layering, tracking, matte extraction and rotoscoping.
- Cooperated extensively using ShotGrid with fellow compositors and other departments to ensure deadlines were met.
- Credits: Gen:Lock