

# MARK SHEPPARD

## SENIOR ENVIRONMENT ARTIST

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## GAMES

### Telltale Games

- The Walking Dead: The Final Season (2017)
- Minecraft: Story Mode Season 2 (2017)
- The Walking Dead: A New Frontier (2016)
- Guardians of the Galaxy (2016)
- Batman (2015)
- Minecraft: Story Mode (2015)
- Game of Thrones (2014)
- The Wolf Among Us (2011)
- Law & Order: Legacies (2011)
- The Walking Dead (2011)

### Griptonite

- Marvel Super Hero Squad: The Infinity Gauntlet 3DS (2011)
- Captain America DS (2011)

### DigiPen

- Lumin Lacuna (2009)
- Starfall (2009)
- Phobia (2008)



## SOFTWARE

### Modeling/Sculpting:

- Maya, Zbrush, 3D Studio Max, Mudbox, Marvelous Designer

### Engines:

- Unreal, Unity, Multiple Proprietary Engines

### Texturing:

- Photoshop, Substance Painter, Substance Designer, 3D Coat

## WORK EXPERIENCE

### Telltale Games

Senior Environment Artist

July 2011 - Sept 2018

- Responsible for Modeling, Texturing, and Lighting environments.
- Worked on games releasing on many platforms at once.
- Regularly tasked with large and complicated spaces/tasks.
- Trained coworkers on in-house tools and pipeline workflows.
- Go-to person for troubleshooting issues with art and tools.
- Used a wide variety of techniques and programs to create assets within varied art styles.
- Able to learn and adapt to new programs as they were required without impacting deadlines.
- In frequent communication with various departments in order to make sure work was created correctly and without any conflicts.

### Griptonite Games

Environment Art Intern

May 2010 - April 2011

- Responsible for Modeling, Texturing, Lighting, Animating, and FX.

## EDUCATION

Bachelor of Fine Arts in Production Animation

DigiPen Institute of Technology

Graduated - 2011