

Markus Tessmann

www.rockfarm.ca

www.linkedin.com/in/markustessmann/

markus@rockfarm.ca

PROFESSIONAL EXPERIENCE

My career as a Technical Artist allows me to explore the most creative aspects of interactive development. Whether writing shaders or pipelines, building 3D models or creating visual effects, I look forward to exploring each new challenge!

May 2020

- Present

Technical Artist

Archiact

Vancouver, Canada

- Working in Unreal to create materials and effects for mobile VR
- Prototype locomotion methods in VR using Unity

July 2018

- April 2020

Senior 3D Artist

Heinekampdesign

Böblingen, Germany

- Technical Artist, creating AR and VR experiences in Unity
- Developing apps using C#, HLSL and other languages
- Building assets for Unity using Maya and Photoshop

Jan. 2016

- June 2018

Senior Technical Artist

Innogames

Hamburg, Germany

- Senior Technical Artist at Germany's largest game company
- Developed pipelines for 2D and 3D assets using Python and C#
- Created shaders, lighting and VFX using C# and HLSL

Jun. 2014

- Dec. 2015

Technical Artist

Flaregames

Karlsruhe, Germany

- Technical Artist in mobile game development studio
- Created shaders and effects using HLSL and C#
- Integrated assets into Unity game engine
- Prototyped game mechanics and created art tools using C# and JS
- Built models, textures and VFX for game assets using Maya 3DS Max and Photoshop

2004-2014

Independent 3D Artist

Rock Farm Animation (www.rockfarm.ca)

Salt Spring Island, Canada

- Operated as a 3D Artist for games and film
- Excelled at creating shaders, models, animation and VFX using Maya and other 3D applications
- Created assets and shaders for real-time engines
- Developed scripts in numerous languages to create complex effects and optimize production flow

- 1998-2003 **Senior Artist**
Disney Interactive
Victoria, Canada
- Lead 3D artist on internal game projects, guiding art teams to create new properties while maintaining brand quality
 - Technical Artist, designing pipelines and tools for internal game development
 - Character animator, performing with Pixar characters including Buzz Lightyear, Nemo and others
 - Responsible for modeling, surfacing and rigging of characters and environments
 - Participated in development of 3D technologies and methods for real-time 3D games using UDK
 - Created production tools in Maya using MEL
- 1996-1998 **Co-founder, Creative Director**
Intelliscape Interactive Corp.
Vancouver, Canada
- Art Lead, creating real-time 3D game character and world designs
 - Technical Lead, contributing to the design of a custom 3D game engine
 - Developed production pipelines and lead creative personnel through the development of PC games including Cosmopolitan's Virtual Makeover (Sega) and Anastasia (Fox Interactive)
- 1992-1994 **Senior Artist**
Electronic Arts Canada Inc.
Burnaby, Canada
- Lead artist on the original Need For Speed and other games
 - Responsible for design and creation of art and animation for games on 3DO, SEGA, SNES and PC platforms
 - Helped establish video facilities and art department at Electronic Arts Canada including training programs for artists
 - Technical lead, working with tools/library group to develop art and animation tools for product development
 - Credits include; Need For Speed (original release for 3DO and PC), NBA Showdown(SNES)
- 1986-1990 **Co-founder, Creative Director**
ICON Computer Graphics Corp.
Vancouver, Canada
- Founded the first company in Vancouver dedicated to producing 3D computer art and animation
 - Responsible for design and creation of animation and graphics for video production used by ad agencies and post productions houses in Western Canada
 - Management of production schedules and staff.
 - Wrote software for production, texturing, effects and other graphics applications in C and C++

CREDIT HIGHLIGHTS

Elvenar (iOS / Android game)

Innogames

- Tech art support for the conversion of the browser game to mobile.
- Created a pipeline to export hi-resolution rendered art to browser and mobile platforms. Created texture atlases and asset bundles.

Treasure Hunt (iOS game)

Cara Casa Games

- Modeled and textured all underwater landscapes including environments from sandy shallow eel-grass to dark canyons.
- Modeled multiple ships and SCUBA equipment
- Modeled, textured and placed hundreds of sunken objects.
- Placed hundreds of coins and gems using Maya particles, physics and mel scripts. Scripting was also used in environments to assist placement of plants and rocks
- Markus was not involved with any character art in this game

The Need For Speed (console game)

Electronic Arts

- Lead artist on the original release of this now famous brand.
- Provided game design and creative direction to establish new 3D racing game
- Modeled all vehicles, including sports cars and traffic cars
- Created for 3DO, ported to PC, Playstation, Saturn

Cars 2 (LeapPad & Leapster mobile game)

Inlight Entertainment

- Created models and shaders for unique in-game vehicles
- Created shaders for models supplied by Disney-Pixar

Buzz Lightyear Space Ranger: 1st/2nd/3rd Grade (pc game)

Disney Interactive

- Lead 3D artist, insuring that the brand image was maintained throughout the titles
- Interpreted 2D Space Command characters into 3D designs
- Modeled and rigged characters for animation
- Animated cut scenes and created in-game art

Bridge Command Simulation (DirectX game)

Xform (Netherlands)

- Created a real-time 3D training simulation of the bridge on an oil tanker for crew training
- Created environment models and shaders for the Unity engine

Spy Kids 3D: Game Over (DirectX game)

Disney Interactive

- Worked with Inlight Entertainment on creation of PC game.
- Rigged and textured models of Arnold and Juni characters for use by Inlight animation team
- Animated characters for cut scenes and game sprites

Cosmopolitan Virtual Makeover (pc game)

SegaSoft

- Lead Technical artist, providing pipeline and creative support
- Created for PC and Mac platforms

Postal (movie)

Technicolor

- Modeled, rigged and animated a lifelike character for a stunt scene
- Scene can be viewed on YouTube, search: girl gets hit by 3 cars

The Muppets Wizard of Oz (movie)

Technicolor

- Lead 3D Artist for movie
- Created shaders and lighting effects for Wizard CG characters
- Integrated puppeteer mocap data with CG characters

GI Joe: Valor vs. Venom (movie)

Reel FX

- Character animation and scene layout for feature length movie

Code Name: The Cleaner (movie)

Technicolor

- Modeled, rigged and animated a virtual copy of Cedric The Entertainer for a dream/fight shot

Additional credits and images can be viewed at www.rockfarm.ca