

Markus Tessmann

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Citizenship: Canadian, German

Languages: English, German

PROFESSIONAL EXPERIENCE

My career as a Technical Artist allows me to explore the most creative aspects of interactive development. From writing shaders and texturing tools to creating models and effects to prototyping interactive mechanics, that is my life as a Technical Artist!

Jan. 2016 **Senior Technical Artist**

present

Innogames

Hamburg, Germany

- Senior Technical Artist at Germany's largest game company
- Developing asset pipelines for 2D and 3D games in Python and C#
- Creating shaders for lighting, surface manipulation and effects using C# and HLSL

2014- 2015 **Technical Artist**

Flaregames

Karlsruhe, Germany

- Technical Artist in mobile game development studio
- Creating shaders, effects using HLSL and C#
- integrating assets into Unity game engine
- use C# and JS to prototype game mechanics and write art tools
- build models, textures and animation for game assets

2004-2014 **Independent 3D Artist**

Rock Farm Animation (www.rockfarm.ca)

- Operated as a 3D Artist providing services to clients in the game industry
- Excelled at creating shaders, models, animation and lighting using Maya, 3D Studio and other 3D applications
- Created models and shaders for engines including Unity and UDK
- Programmed scripts and actions in numerous languages to create complex effects and optimize production flow

1998-03 **Senior Artist**

Disney Interactive

Victoria, B.C.

- Lead 3D artist on internal game projects, guiding art teams to create new properties while maintaining brand quality
- Technical Artist, developed 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

1996-98

Co-founder, Creative Director

Intelliscope Interactive Corp.
Vancouver, B.C.

- Art Lead, creating real-time 3D game character and world designs
- Technical Lead, contributing to the design of a custom 3D game engine
- Under contract to Motion Works, developed production pipelines and lead creative personnel through the development of Cosmopolitan's Virtual Makeover (Sega) and Anastasia (Fox Interactive)

1992-94

Senior Artist

Electronic Arts Canada Inc.
Burnaby, B.C.

- Lead artist on the original Need For Speed plus many 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)

1991-92

Animator, The GraFiC Lab

Faculty of Computer Science,
University of British Columbia

- Developed animation techniques using software created at U.B.C. and commercial packages
- Supervisors: Dr. A. Fournier, Dr. K.S. Booth
- Worked with graduate students to create assets for research

1986-90

Co-founder, Creative Director

ICON Computer Graphics Corp.
Vancouver, B.C.

- 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 process hi-resolution rendered art down to browser and Unity mobile, including atlas and asset bundle creation.

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 of the ship formatted 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