

Mark Harris

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EDUCATION

- **Ringling School of Art & Design - Sarasota, FL**
- Bachelors Degree - Illustration
- **Ricks College/BYU-I - Rexburg, ID**
- Associates Degree - Art

EMPLOYMENT

- **Multimedia Games - Austin, TX | Game Development**
Lead Illustrator for the Original Titles Team. concept, development, production, animation
- **Smiling Gator - Orlando, FL | Game Development**
Responsible for Art from concept to texture mapping 3D objects for game use. 2D Artist.
- **AC Printing & Graphics - Orlando, FL | Advertising/Communications**
Art Director - Developed printed color visuals, web Design, logos & illustrations
- **McShane Communications - Tampa, FL | Advertising/Communications**
Asst. Art Director - Developed printed color visuals, web design, logos & illustrations
- **Gorilla Systems, Corp. - Oldsmar, FL | Game Development**
Art Lead - 2D/Concept Artist - Developed art from concept to Production.
Worked with clients; Disney, Mattel and Fisher-Price

EXPERIENCE

- **Software** | Illustrator | Photoshop | After Effects | InDesign | Quark Xpress | Dreamweaver | Flash |
- **Hardware** | Windows & Apple Macintosh Operating systems
- **Media** | Traditional & digital media tool; concept, storyboard, inks, markers, animations
- **Communication/Integrity** | Eagle Scout, ESOL English Tutor