MARK KEIL

3D Character + Motion Capture Animator

mkeilanim.com

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EDUCATION

Savannah College of Art and Design (August 2018 – May 2022)
-Bachelor of Fine Arts in 3D Character Animation

COLLABORATIVE EXPERIENCE

Student Game: Varial (February – May 2022)
Gameplay Animator, Motion Capture Animator
-Edited raw motion capture footage into game ready
 Animation
-Provided Hand Keyed animation for in-game enemies

Senior Thesis: "Light On Me" (August 2021 – May 2022)
Animator, Animation Polish, and Compositor
-Collaborated in a hybrid work setting with other artists
 to develop a short film over a 9 month period
-Developed Character Animations for an original
 Character
-Edited and composited footage throughout all
 Stages of the production pipeline

Collab Film: "Thank You, Have a nice day" (March – May 2021)
Animator and Lead Compositor
-Collaborated virtually with a team to create a short
  Film over a 10 week period
-Communicated ideas and techniques effectively to
  Team members in compositing and post production
-Applied animation principles to create appealing
 Character animation
-Applied 3D Character Lighting to fit within a 2D
 Environment

Collab Film: "My Way or The Highway" (January – May 2021)
Animator
-Collaborated virtually in a 4 person team to produce a
 Short film over a 10 week period
-Developed story ideas and character performances
-Animated shots in accordance to film's specific Style

WORK EXPERIENCE

Tom Keil and Sons Farms (2011 – Present)
-Developed skills to work confidently and efficiently
 within a fast paced workspace
-Learned to work within a job by job environemnt,
 perfroming numerous tasks throughtout a single day.

TECHNICAL SKILLS

-3D Animation
-Motion Capture
 Animation
-Video Editing
-Compositing

SOFTWARE

-Autodesk Maya
-Adobe Aftereffects
-Adobe Illustrator
-Adobe Photoshop
-Blender
-Unreal 5

SOFT SKILLS

-Flexible
-Cooperative
-Adatpability
-Time Management
-Openness To Ideas and
 Critique
-Inclination To Learn

ACHIEVEMENTS

-Best Environment and
 Best Sound for "Varial"
 at the SCAD 2022
 Entelechy Showcase

-Nominated for Best In
 Show for "Light On Me"
 at the SCAD 2022 Spring
 Animation Showcase