

# Neil Marshall, B.A.

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Portfolio: <http://www.eightlines.com/neil/>

## Summary

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**Programmer/Technical Animator:** I am a versatile and skilled worker with a broad range of experience as both a software developer *and* a technical animator. It is my intention to continue my career in these areas.

## Skills and Abilities

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### Core Competencies

Creative Problem Solving	User Interface Design	Pipeline Optimization	Small Project Management	Debugging	Low Polygon / CSG Modeling
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### Programming & Scripting

Max Script	MEL Script	C++	XUL / XBL	Flex	Torque Script
SVN	CVS	Visual Source Safe			

### Graphics

3D Studio Max	Maya	Photoshop	Illustrator	Torque Constructor	Valve Hammer
VRay	3Delight (Renderman)				

### Other Experience

HLSL / CG Shaders	ZBrush	Mental Ray	Smedge	Perl	Java
HTML	CSS	JavaScript	PHP	ASP	Flash
Premiere	After Effects	Director	QERadiant	NSIS Installer	Install Shield

## Education

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Computer Animation Post Graduate	Sheridan Institute of Technology and Advanced Learning
BA in Art & Art History	University of Toronto & Sheridan Institute of Technology and Advanced Learning
OAC & OSSD Diplomas	Oakville Trafalgar High School
Animation Basics I & II	Sheridan Institute of Technology and Advanced Learning

## Work Experience

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Vizable Inc., Toronto ON

### Developer (2008)

*Vizable is a software company developing an object-oriented assembly model for representing media in a 3D environment.*  
<http://www.vizable.com/>

- Scripted in JavaScript and XUL to improve the user interface in the AT&T Pogo web browser
- Created interactive 3D User Interfaces to visualize browser bookmarks as thumbnails
- Setup up a new photo album utilizing Mozilla.org's XULRunner technology
- Researched and implemented new methods to speed up the web browser

View22 Technology Inc., Richmond Hill ON

**Senior Artist** (2006 - 2007)

*View22 is a provider of 3D Web solutions enabling customers to visualize, configure, and purchase products through an intuitive 3D experience.*

<http://www.view22.com/>

- Created tools in MaxScript to speed up the artists work-flow

- Created a 3ds Max Plugin in C++ to reduce the number of applications needed to export models

- Created 3D Models for clients such as Bayer, Landscape Structures and Thermo Fischer

- Created 3D renderings of sinks for Kohler

- Implemented Renderman render servers for Landscape Structures playgrounds and Autodesk Inventor & Intent

Genesis Worldwide, Mississauga ON

**Lead Programmer/3D Artist** (2005 - 2006)

*Genesis is a leading provider of structural light steel framing technologies.*

<http://www.genesistp.com/>

- Created a 3D Building walkthrough system using the Torque Engine

- Created Max Scripts to convert Architectural Drawings to the Game Engine format

- Programmed a web browser plugin to view 3D houses in realtime

I-mmersion Inc., Toronto ON

**3D Artist** (2005)

*I-mmersion produced custom 3D movies and games for the public and private sectors.*

- Modelled the city Niagara falls in 3D for the Torque Engine

- Animated models, particles, and cameras for the Expo2005 Virtual Canada Exhibit in Japan

Mingu Productions, Toronto ON

**3D & 2D Artist** (2004)

*Mingu creates customer centric sales and marketing solutions.*

- Created 3D renderings based off of Architectural Drawings for Canderel Stoneridge

- Photoshopped people into 3D renderings for Ciccone Simone Inc.

Rafael + Bigauskas Architects, Toronto ON

**3D Artist** (2002 - 2003)

*An architectural firm specializing in multi-housing developments.*

<http://www.rafbig.com/>

- Created 3D Visualizations of building designs

CYBERWORLD International, Mississauga ON

**2D & 3D Artist / Developer / Quality Assurance** (1999 - 2001)

*CYBERWORLD created a 3D web browser which enabled you to create interactive multimedia worlds on the web*

- Developer & Technical Director on Pokémon 2000 game for Warner Brothers

- Created a small single player games to demonstrate Cyberworld's unique technology

- Worked as C++ programmer on the CYBERWORLD paint program "Imager"

*References provided upon request*