

MARK JABOURIAN

Visual Effects Artist · Compositor · FX / Dynamics · CG Generalist

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FILM & TELEVISION EXPERIENCE

Out Of Our Minds Animation Studios | *Dynamics Artist & Compositor* 2023 – 2025

Dynamics artist and compositor on Millennium Films' *Guns Up* and Triumphant Pictures' *Speed Demon*. Delivered destruction, smoke, and atmospheric FX simulations; handled shot compositing and integration across multiple sequences.

SurrealArts Group | *Dynamics Artist & Compositor (Freelance)* 2025 – Present

Ongoing freelance contributions across dynamics and compositing for narrative and experimental work.

MrBeast YouTube, LLC | *Dynamics Artist & Compositor* 2023 – 2024

Created FX simulations for a series of high-viewership projects under tight turnaround. Delivered shot-ready elements for compositing and handled integration with live-action plates.

Hansen House Media | *CG Artist & Compositor* 2023 – Present

Coordinate with VFX leadership to organize and execute tasks on narrative and commercial projects. Responsible for character animation, simulation, and compositing across a varied slate.

Freelance — Connor Ryan | *VFX Generalist (GenAI, Compositing, FX, MoGraph)* 2024 – Present

Ongoing freelance contributor on commercial and branded content. Deliver generative AI-assisted elements, shot compositing, dynamics and simulation work, and motion graphics — integrating emerging AI pipelines alongside traditional VFX workflows.

University of North Carolina School of the Arts | *Video Manager & VFX Generalist* 2024 – 2025

Managed the university's video production department while serving as post-production and VFX generalist on marketing and internal communications projects.

CoSA VFX | *Television Academy Foundation Alum* 2023

Created breakdowns for the Digital Content Department on key shows from major studios. Interfaced with multi-departmental teams and engaged with a wide range of artistic and production roles across the visual effects pipeline.

Moonwatcher Inc. | *VFX Artist & Modelmaker* 2021 – 2022

Fabricated miniatures and set dressing for the feature film *5-25-77*. Collaborated with the director to produce both stylistic and photorealistic visual effects.

ADDITIONAL EXPERIENCE

METL — Center for Design Innovation | *Researcher* 2025 – Present

Developed hardware solutions to translate real-world inputs into Unreal Engine, enhancing integration for performance capture and research applications.

TECHNICAL SKILLS

Compositing: Nuke, After Effects, Fusion

FX / Dynamics: Houdini, Phoenix FD, TyFlow

3D / CG: 3ds Max, V-Ray, Unreal Engine, Substance Painter, Fusion 360

AI / Generative: Generative AI pipelines for VFX and motion graphics integration

2D / Finishing: Photoshop, Premiere Pro

Disciplines: Simulation, dynamics, character animation, modeling, texturing, rendering, compositing, editing, motion graphics

Fabrication: 3D printing, prop making, miniature fabrication, traditional painting and illustration

EDUCATION

University of North Carolina School of the Arts | *BFA — Winston-Salem, NC* 2019 – 2023

Produced assets for virtual production and LED volume shoots. 2nd Unit Director on *Sideways*. VFX Lead and VFX Artist on *Deepwater Sponger* — generated 3D assets, simulations, and animations; built a digital double of the lead character; completed 106 VFX shots.

Radford University | *BS — Radford, VA* 2013 – 2017

Studied biology and chemistry with a focus on scientific illustration in the final year.

AWARDS & RECOGNITION

CV19 (Documentary, 2022) — CG/VFX Lead and Compositing Artist. Film received 22 international awards and 21 official festival selections.