

Mark Jabourian

CG Generalist

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EXPERIENCE

CoSA VFX — TV Academy Foundation Intern

2023

- Created breakdowns for Gotham Knights, Nancy Drew, and TBA Netflix Project.
 - Kept track of my assigned tasks using the company's shot tracking system.
 - Worked with scripts (both CG and compositing) from various artist levels and collaborated with the Director of Digital Content in determining the best approach to showcase the work behind each shot.
 - Edited breakdowns into sequences for marketing.
 - Managed my priorities on the render farm.
- Interfaced with multidepartmental teams and got exposed to various artistic and production roles in the visual effects pipeline.

University of North Carolina School of the Arts — Teaching Assistant

2022

- Alongside mentor, Bob Keen, taught first year students the fundamentals of visual effects.
- Mentored students from all years and disciplines in technical aspects of visual effects.

Hansen House Media — CG Artist / Compositor

2021 - 2023

- Coordinate with VFX team to organize tasks for narrative and commercial work.
- Responsible for character animation, simulation, compositing, and generating 3D assets and environments.

Moonwatcher Inc. — VFX Artist / Modelmaker

2021 - 2022

- Fabrication of miniatures and set dressing for the film '5-25-77.'
- Worked with the director to produce both stylistic and photorealistic visual effects.

Radford University — Multimedia Production

2014 - 2016

- Filmed and edited events, services, and performances for distribution on Radford University's social media pages.
- Created motion graphics titles and animations.

EDUCATION

University of North Carolina School of the Arts, Winston-Salem, NC — Bachelor of Fine Arts

2019 - 2023

- Studying visual effects and production design.
- Produced assets for virtual production as well as production in LED volume.
- Worked in performance capture.
- 2nd Unit Director for the film 'Sideways.'
- VFX Lead and VFX Artist on the film 'Deepwater Spenger.'
 - Focused on generating 3D assets, simulations, and animations.
 - Created a digital double of the lead character.
 - Completed a total of 106 VFX shots for the film.

Radford University, Radford, VA — Bachelor of Science

2013 - 2017

Studied biology and chemistry as well as scientific illustration my final year.

SKILLS

Software:

3ds Max, Vray, Phoenix FD, Tyflow, Unreal Engine, Substance Painter, Fusion 360, Photoshop, Nuke, After Effects, Premiere

Physical Skills:

Animation, modeling, texturing, rendering, compositing, editing, 3D printing, painting, digital illustration, prop making

AWARDS

CV19 2022 (Documentary)

I was the CG/VFX lead and Compositing artist of this documentary. This film won 22 international awards and 21 official selections.

DECA Thrive academy Challenge 2013

During the DECA International Career Development Conference, our team was tasked with producing a short film about the club. Our team won first place.

Lions Club International Poster Contest 2009

I was one out of 24 finalists who won this competition.

LANGUAGES

English and Armenian