

# Paul Markert

Athens, Georgia • 770-377-6708 • Paul.Markert@uga.edu • [Selected Portfolio Link](#)

Artist specializing in Maya and Unreal Engine 4 and 5. I am motivated to push myself out of my artistic comfort zone and learn new approaches or techniques when possible.

Click on the Selected Portfolio Link to view my website.

## **Experience**

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### ***Devil's Den***

VFX Artist – June 2023

- Collaborated with a team of VFX artists on a short film.
- Responsible for tape and background removal as well as a scene implementing muzzle flash and a gunshot wound.
- Film can be found here: <https://vimeo.com/871698076>. Examples of my contributions can be found at 5.21.

### **Master's Thesis. University of Georgia**

*Solo Game Development and Game Narrative in Unreal Engine 5* – April 2022-March 2023

Over the course of a year, I created a small game for the purpose of researching the Unreal Engine and game narrative. Production started in Unreal Engine 4 but moved to Unreal Engine 5 when available. The game, *Rolly Stories*, follows a robot's attempt to escape a post-apocalyptic junkyard.

#### **Key Accomplishments**

- Designing the game world from paper designs to box layout to the final detailed product.
- Implementing all the play character's mechanics as well as a basic AI for every nonplayer character.
- Integrating the player's heads-up display and the game's beginning and pause menu.
- Crafting complex postprocessing materials to create outline looks and color palettes.
- Developing a strong of Blueprints for executing mechanics and moments.
- Development build of the game can be found here: <https://littlebropanda.itch.io/rolly-stories>.
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### **Artimatic Technologies, Inc**

Intern-January 2022-May 2022

- Testing a new plugin that uses AI to paint skin weights for a bipedal model automatically.
- Creating human models in Maya to test said plugin.
- Developing and testing a MEL script to duplicate the models with different variations on the polygon count.
- Crafting animations in Maya for advertisement.
- Researching and concept creation in Unreal 4.21 to create web page games for advertisements.

### **University of Georgia, Athens, GA**

Professor of Record, THEA 5680 - August 2022-December 2022

I had the opportunity to teach a course in game design using Unreal Engine 5. The class focused on the basics of Unreal paired with discussions on what goes into good game design. This was the culmination of two years of study with Unreal Engine during my MFA degree creating from the ground up a course that did not exist in the Theatre and Film department before my tenure.

#### **Key Accomplishments**

- Instructing a class of sixteen students.
- Overseeing the development of each student's game for their final project.
- Taught material and texture design for both objects and postprocessing.
- Instructing students in the fundamentals of lighting

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- Creating all the needed models and animations in Maya for the course.

## Graduate Teaching Assistant, Topics in Cinema – January 2022-May 2022

- Assisting the professor on record.
- Helping Students with class assignments in Adobe After Effects
- Providing demonstrations in AI-based programs such as EBSynth
- Teaching a day of class involving Unreal Engine and Virtual Production.
- Creating a simple Virtual Production setup for students to experiment with.
- Grading final portfolios to the class.

## Graduate Teaching Assistant, Intro to Cinema - August 2021-December 2021

- Assisting the professor on record.
- Leading a weekly discussion with fifty of the students.
- Regularly holding office hours and handling questions from students
- Grading all papers, quizzes, and tests for my section of students.

## Graduate Teaching Assistant, Arts Appreciation-January 2021-May 2021

- Assisting the professor on record.
- Grading all papers, quizzes, and tests with the professor of record.
- Grading exams for a second course (Art History II).

## **The Specialist LTD, New York, NY**

### Lead Warehouse Associate-November 2017-March 2020

- Managing a team of two warehouse associates.
- Overseeing the return process of everything coming back to the warehouse.
- Building and detailing our online database.

## **Lust & Liberty, New York, NY**

### Artistic Director/Founder- Summer 2012-Spring 2015

- Established the company's vision, directing, and budget.
- Delegated and assigned projects to six full-time company members.
- Oversaw and implemented marketing campaigns for shows and fundraisers.
- Produced or edited any video needed for theatre productions or marketing.

## **Education**

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**University of Georgia**, Athens, Ga

MFA in Dramatic Media

**Marymount Manhattan College**, New York, NY

B.A. Theatre Arts with a concentration in Directing.

**National Theatre Institute**, Waterford, CT

2010 Theatremakers, Director

2011 Advance Director Program

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## **Skills**

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- Was a finalist for the 2022 Tennessee Williams & New Orleans Literary Festival's One Act Contest.
- Once directed a completely silent play about circus performers in the NYC International Fringe Festival
- Highly proficient in Adobe Photoshop, After Effects, Premiere Pro, Aero, Maya, Unreal Engine 4 and 5, Blueprint Visual Scripting, Final Cut Pro, Max