


GIANNA MARKS

 giannamarks.wixsite.com/portfolio

 gianna.marks@gmail.com

 (647)-968-4614

 [Gianna Marks](#)

3D Animator

Profile

Passionate animator with over three years of experience specializing in 3D animation.

Eager to bring characters to life with authentic acting and emotions using principles of traditional animation combined with the latest industry software.

Awards

Dreamworks Animation Scholarship April 2019
For outstanding achievement in storytelling, design and animation.

Guru Studio Best Story Award April 2019
For achievement in storytelling and direction for thesis film "Amore Mio". Presented at Sheridan College.

Relevant Experience

Junior 3D Animator June 2019 - Present
Tangent Animation, Toronto ON

Create quality animation that emphasizes performance, emotional acting, and appeal for Netflix project. Ensures that animation shows story points in a clear and effective manner, and acting is true to the individual characters and their personalities. Work closely with leads, supervisors, and director to make each shot as effective and impactful as possible and completed in a timely manner.

Director/Artist – "Amore Mio" 4th Year Thesis Film Sept – April 2019
Sheridan College, Oakville ON

Designed and directed an animated short film to completion. Became proficient in the 3D animation pipeline, from story, layout and asset management, to modeling, rigging, animation, rendering, compositing and editing.

Animation Research Assistant May – Aug 2018
Screen Industries Research and Training Centre (SIRT), Toronto ON

Developed efficient workflows for creating assets for both virtual reality and gaming experiences. Tested out various software to find affordable ways to render high quality animation assets in real-time. Worked with hair simulations, photogrammetry models, and animation data from motion capture.

Education

Honours Bachelor of Animation 2015 - 2019
Sheridan College, Oakville ON

Honours Bachelor of Science 2009 - 2013
University of Toronto, Toronto ON

Skills

3D Software

Maya, Blender, Arnold, Nuke, Substance Painter, Mudbox, Faceware, Hairworks Unity, Unreal, Optitrack (limited proficiency)

Adobe CC

Photoshop, Illustrator, Premiere, After Effects, Audition

2D Animation Software

ToonBoom Harmony, Storyboard Pro