

# MARK C. PAJARILLO

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## PROFILE

Manager with proven leadership and project management skills. Passionate artist with vision for creative problem solving. Visual storyteller experienced in traditional and digital media.

## PROFESSIONAL EXPERIENCE

**Spin Master Studios**, Los Angeles, CA

**Director of Creative Services** (February 2011 - present)

- Develop user experience concepts of websites with producers and marketing brand managers
- Develop visual characteristics of each concept and define them using visual style guides
- Breakdown finalized concepts into individual tasks and assign them to art team and web development members
- Ensure timely production of websites and art assets
- Coordinate production with department heads as projects are developed
- Conduct weekly meetings with art team and web developers to facilitate workflow
- Manage career development of art and design teams
- Conceptualize interactive components of toy products
- **Credits:** *Bakugan.com, Stratego.com, DoctorDreadful.com, AppMatesToys.com, Zoobles.com, SpinMasterGames.com, Redakai.com*

**Spin Master Studios**, Los Angeles, CA

**Art Director** (July 2008 - February 2011)

- Develop and define overall look of multiple game projects
- Maintain visual quality of all art assets for internally and externally developed projects
- Oversee scheduling and timely production of game art assets
- Maintain asset catalogs of all purchasable inventory in game
- Develop look of art assets for website, toy packaging, comic strip and marketing materials
- Supervise external production of outsourced assets
- Coordinate production with department heads as projects are developed
- Manage career development of art team
- Developed task tracking system that was implemented studio wide
- Created resource library consisting of texture library, instructional tutorials, books and videos
- Conceptualize and design intellectual properties
- Model and texture 3d art assets
- **Credits:** *Bakugan Dimensions – Casual MMO/PC, Tech Deck Live – Casual MMO/PC*

**Contract Art Consultant**, Los Angeles, CA

(February 2008 – July 2008)

- **Novalogic** – *Delta Force: Angel Falls – PC/Xbox 360/PS3*
  - Modeled and texture 3d art assets
- **Cromulent Software** - *Wheel of Treasure - Facebook*
  - Oversaw art production of online casual game
  - Developed and defined overall look of game
  - Coordinated production with department heads as project was developed
  - Created 2d art assets

**Spark Unlimited Inc.**, Sherman Oaks, CA

**Senior Environment Artist** (September 2006 - February 2008)

- Managed art production of all multiplayer levels
- Coordinated production of art assets with lead artist
- Reviewed art assets ensuring junior artists maintain technical specifications
- Supervised level streaming
- Set dressed and lit game levels
- Modeled and textured 3d art assets
- Conceptualized and designed intellectual properties
- **Credits:** *Turning Point: Fall of Liberty (Codemasters) – Xbox 360/PS3/PC, Unannounced First Person Shooter - Xbox 360/PS3/PC*

**Climax Group**, Los Angeles, CA

**Lead Artist** (July 2005 - September 2006)

- Oversaw scheduling and timely production of all art assets
- Developed and documented art pipelines
- Coordinated production with department heads as projects were developed
- Supervised external production of outsourced assets
- Maintained visual quality of all art assets
- Created resource library consisting of textures and instructional videos
- Developed and conducted training programs for art team
- Modeled and textured 3d art assets
- Conceptualized and designed intellectual properties
- **Credits:** *Silent Hill:Origins (Konami) – PSP, Steel Horizon (Konami) – PSP, Unannounced Third Person Horror – PS3/Xbox 360*

**Novalogic Inc.**, Calabasas, CA

**Senior Artist** (July 2003 - June 2005)

- Coordinated production of art assets with art director
- Modeled and textured 3d art assets
- Reviewed outsourced art assets
- **Credits:** *Joint Operations: Typhoon Rising – PC, Joint Operations: Escalation – PC, Black Hawk Down: Team Sabre – PC, Delta Force Extreme – PC, Black Hawk Down - PS2*

**Studio Mythos**, Torrance, CA

**Art Director** (November 2000 – June 2003)

- Oversaw scheduling and timely production of all art projects
- Coordinated with outside producers and department heads as projects were developed
- Maintained visual quality of all art assets
- Developed and conducted training programs for art team
- Conceptualized and designed intellectual properties
- Modeled and textured 3d art assets
- **Credits:** *Command and Conquer: Generals (EA) – PC, Dogz (Ubisoft), Star Wars: Clone Wars (Lucas Arts) – GC/PS2, Medal of Honor: Frontline (EA) - PS2*

**Freelance Comic Book Penciler**, Los Angeles, CA

July 1994 - November 2000

- Designed and illustrated comic books
- Conceptualized and designed intellectual properties
- **Credits:** *Tomb Raider (Image: Top Cow Productions), The Darkness (Image: Top Cow Productions), JLA (DC), Kid Flash (DC), X-Man (Marvel), Venom: Finale (Marvel)*

## SKILLS

Strong foundation in traditional rendering, digital rendering, digital 3d modeling, conceptual developing, storyboarding, creative problem solving, team leadership and management in waterfall and agile project development

Maya, 3ds Max, ZBrush, Mudbox, Photoshop, Painter, Illustrator, UDK, Visual Sourcesafe, Perforce, Microsoft Office Suite, Windows OS, Mac OS

## EDUCATION

**Mountain Goat Software**, La Jolla, CA

Certified ScrumMaster Training

November 2010

**Protégé Project Management**, Los Angeles, CA

PMP Certification Boot Camp

September 2010

**Platt College**, Newport Beach, CA

Diploma, Graphic Design

Graduated June 1995