Marcus Urbenz

CG ARTIST & GENERALIST

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Education

University of Central Florida

Aug 2025 - Present

MFA - Animation & Visual Effects.

• In progress: Developing a solo thesis film, paper and defense.

University of Central Florida

Aug 2022 - May 2025

BFA - Emerging Media, Character Animation. GPA: 3.965

- Worked collaboratively as part of a 13-person team on the 2-year Capstone Film: Paper Warriors.
- Co-led technical and artistic direction of assets. Technical Director for a non-standard character rig, model, surfacing, and texture. Utilized Autodesk Maya, Substance 3D Painter, and Designer. Principal Unreal Engine Artist in Niagara Systems.
- Created and developed a custom foliage system in Autodesk Maya, improving workflow efficiency through detailed technical documentation.
- Researched and presented solutions for technical challenges, utilizing SideFX's Houdini for procedural rock asset creation. Set dressed rocks and foliage using Autodesk Maya's MASH.
- Developed comprehensive documentation and graphics for asset creation, animation, and lighting pipelines. Strengthened team cohesion by compiling and presenting film art direction research and reference materials.

Udemy Aug 2023 – Present

Master Python in Maya: Automation Techniques, Udemy

Automating attribute changes for large asset groups in the lighting and rendering pipeline for Paper Warriors.

Experience

ESports at UCF: 3D Artist, Marketing

Jan 2023 - Oct 2023

- Created & distributed 3D assets and renders for use in marketing graphics utilizing Autodesk Maya, Substance 3D Painter, Arnold, Blender's Cycles.
- Collaborated to create cohesive graphics that match Brand Book with Adobe Photoshop.

Pinellas County Public Schools: Contract Videographer & Photographer

May 2022 - Apr 2023

- Collaborated with educators and administrators to record school performances, ensuring quality and accessibility.
- Adapted to tight deadlines with shifting requirements, maintained flexibility and problem-solving.
- Communicated technical concepts in an accessible manner to assist in videography direction.

Scholarships, Prizes, & Workshops

PIXAR's RenderMan "SciTech" Challenge 2024

Dec 2024

• Finalist, Honorable Mention.

Workshop: Intro to ZBrush & Retopology in Maya

Jan 2024

Hosted an online workshop that introduced and connected Maxon ZBrush to software viewers are familiar with.

UCF MFA Provost's Graduate Fellowship Scholarship

Entering UCF's MFA AVFX Program Fall 2025. Recipient of scholarship award based on evaluation of portfolio.

Florida Bright Futures FAS Scholarship (Florida Academic Scholar)

Scholarship award based on 100+ volunteering hours, GPA, and testing scores.

Software Proficiencies

- Autodesk Maya, Substance 3D Painter & Designer, Maxon ZBrush, Foundry NukeX, Unreal Engine, SideFX Houdini, Maxon Cinema 4D, PIXAR's RenderMan, Flair for Maya, Microsoft Office Suite
- Adobe Creative Suite: Photoshop, Premiere Pro, After Effects, Lightroom Classic