

# Marcus Urbenz

CG ARTIST & GENERALIST

**Orlando, FL | 727.644.0250 | [marcusurbenz@gmail.com](mailto:marcusurbenz@gmail.com)**

<https://www.marcusurbenz.com/>

## Education

---

**University of Central Florida**

**Aug 2022 – Present**

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.

**Freelance Photographer: Weddings, Events & Portraits**

**May 2021 – Oct 2023**

- Built strong client relationships through clear communication to understand and execute their vision.
- Guided clients through the creative process, ensuring comfort and confidence during photoshoots.

**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.

## Volunteering, 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.

**Dunedin Public Library Volunteer**

**Aug 2017 – Aug 2022**

- Organize and sanitize library materials while assisting members in locating them.
- Created and promoted clubs encouraging technical literacy and artistic expression.
- Volunteered as a computer tutor for students and adults.

## 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