

**MARK YAGOS**

[Portfolio](#)

[3D Reel](#)

[2D Reel](#)



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### KEY SKILLS

Maya, Arnold, Vray, Substance, Zbrush, Mash, Nuke, Unreal, Lens Studio, After Effects, Reality Capture, Photoshop, Illustrator, MASH, Shotgun, Shotgrid, Figma, Adobe Creative Suite, Mentorship, Higher Education Teaching, Modeling, Sculpting, Rigging, Texturing, Layout, Lighting, Rendering, Motion Capture

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#### MARKET AMERICA

*3D Generalist (Freelance)*

New York, NY

February 2025 – Present

- Creating various products for use on a multitude of digital platforms with product and marketing goals
- Building up and streamlining a pipeline to easily change and update to new versions of various products
- Ensuring all artwork and renders meet the proper standards for delivery

#### BLACKSTONE

*3D Generalist (Freelance)*

New York, NY

December 2024 – January 2025

- Recruited for my extensive 3D and CG pipeline knowledge
- Working on various projects from idea stages to final delivery ensuring deliverables were executed with high quality in a timely manner

#### GEORGIA INSTITUTE OF TECHNOLOGY

*3D Visualizer/Generalist (Freelance)*

New York, NY

November 2024 – December

- Working closely with a professor to help visualize their study for a Ted Talk
- Through constant communication it was possible to create both visually stunning and accurate stills and animation that showcase the key points of the clients studies
- Setting timelines and benchmarks to ensure goals were met while making the clients happy

#### ADAM AND EVE DDB / OMNICOM STUDIOS

*3D Generalist (Freelance) Creative agency leading 3D driven marketing campaigns*

New York, NY

May 2024 – October

- Specifically recruited for vast knowledge across the CG pipeline
- Delivered a wide variety of tasks focused on specific results, ensuring client's visions were realized with technical precision and efficiency
  - Supported via command of industry-leading tools like Maya, Arnold, and Substance
- Attained 100% of all project based goals set by the clients within the timelines defined by management

#### SCHOOL OF VISUAL ARTS

*Professor leading educational institution of artists, designers & creative professionals*

New York, NY

September 2022 - Present

- Focus on educating future artists on the core fundamentals of the CG pipeline
  - Topics include modeling, UVs, texturing, shading, lighting, lookdev, animation, rendering and compositing
- Mentor students one-on-one to ensure ubiquitous understanding of materials covered, so they can be applied in creative and practical ways
- Engage and enlighten students daily to think creatively while applying all the technical skills

#### METHOD STUDIOS

*3D Generalist (Staff) for Award winning creative studio*

New York, NY

January 2022 - May 2024

- Assigned to blue chip accounts including US ARMY, GM, Verizon, Apple, and the cutting edge drama series, Shogun
- Provided a diverse range of technical and artistic expertise to ensure seamless adaptation to diverse challenges and dynamic creative environments

- Supported via command of industry-leading tools like Maya, Arnold, and Substance
- Achieved 100% of goals within allotted time and budgets

**CRAFT WW**

New York, NY

*3D Generalist/2D Motion Graphics (Staff) for Creative agency of McCann Worldgroup*      October 2018 - January 2022

- Recruited specifically for 3D and 2D proficiency
  - Integral team member of key projects including, League of Legends and Microsoft
- Utilized vast knowledge After Effects, Nuke, Photoshop and Illustrator in order to create complex 2D compositions for EBAY, Mastercard, and Chick-fil-A
- Expanded broad knowledge of traditional 3D to learn Lens Studio for AR/VR campaigns for clients like Mastercard

**PREVIOUS EMPLOYMENT**

<b>NEXUS STUDIOS</b>	2021
<i>2D Motion Graphics (Freelance)</i>	
<b>HORNET</b>	2021
<i>3D Generalist (Freelance)</i>	
<b>SIBLING RIVALRY</b>	2021
<i>3D Generalist (Freelance)</i>	
<b>HUMBLE TV</b>	2018
<i>3D Generalist (Freelance)</i>	
<b>VAYNERMEDIA</b>	2018
<i>3D Animator (Freelance)</i>	
<b>TAYLOR JAMES</b>	2017 - 2018
<i>3D Generalist (Freelance)</i>	
<b>LITTLE RED ROBOT</b>	2018
<i>3D Lead/Generalist (Freelance)</i>	
<b>TRANSISTOR</b>	2018
<i>3D Generalist (Freelance)</i>	
<b>HIFI</b>	2018
<i>3D Modeler (Freelance)</i>	
<b>RGA</b>	2017
<i>3D Generalist (Freelance)</i>	
<b>NAPOLEON</b>	2014-2017
<i>3D Lead/Generalist (Staff)</i>	
<b>321 Launch</b>	2010-2014
<i>3D Generalist (Freelance)</i>	

**EDUCATION**

**SCHOOL OF VISUAL ARTS**  
BFA Computer Animation

New York, NY  
September 2002-May 2006

**VOLUNTEER EXPERIENCE**

**NEW PROVIDENCE PAL**

January 2021 - Present

*Softball Commissioner*

- Managing a competitive youth softball program in New Providence with 140+ annual participants
- Collaborated with local organizations and community members to enhance the softball program, organizing developmental activities and events that not only improve players' skills but also foster a sense of community and give back to participants through mentorship and growth opportunities.

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**REFERENCES AVAILABLE UPON REQUEST**