

# Marc Humphreys

## Portfolio

[mh3danim.wixsite.com/portfolio](http://mh3danim.wixsite.com/portfolio)

## Showreel

[vimeo.com/355030929](https://vimeo.com/355030929)

Password: MH3D

## Skills

----- Proficient -----

Animation | Rigging



Modelling



----- Experienced -----

Shading/Surfacing | Texturing



C#, MEL & Python Scripting



## Program Proficiency

----- Proficient -----

Maya | Blender



Photoshop | Krita | GIMP



----- Experienced -----

Unity



Unreal Engine | Substance Painter |  
ZBrush



[marchumphreys3d@gmail.com](mailto:marchumphreys3d@gmail.com)



+61 429 411 881



/MH3D



/MH3DANIM

## Referees

### Andrew Tran

MPC Senior Character Animator  
+1(438) 409 2523 (Between 08:00 – 11:00)  
[agk.tran@gmail.com](mailto:agk.tran@gmail.com)

### Michael Banks

SAE Senior Animation Lecture  
(02)82 415 200  
[m.banks@sae.edu](mailto:m.banks@sae.edu)

### Phil Sullivan

Curious CTO  
[phil.s@curious.com](mailto:phil.s@curious.com)

## Education

### Fullmotion Animation Studies / 2019

Andrew Tran Senior Character Animator at MPC

### Bachelor of Animation / 2017 - 2018

SAE Qantm Creative Media Institute

### Higher School Certificate / 2015 - 2016

Dubbo College Senior Campus

## Experience

### Freelancer / 2019 - Present

#### 3D Generalist and Animator

- Developed tools to optimise rig playback performance by 280% and expedite the rigging pipeline.
- Multitasking and prioritising tasks to be completed by the given deadlines.
- Modelling, rigging and animating characters, creatures and assets for animated short films and games.

### Norwest Private Hospital / 2019 - Present

#### Kitchen Services Assistant

- Working and adapting to change in a fast-past environment.
- Proactively taking initiative by assisting team members with their tasks and other non-assigned roles.

### Curious / 2018 - 2019

#### 3D Generalist

- Used Unity, Maya, Blender and other 3<sup>rd</sup> party tools to integrate animated assets into the inhouse VR engine.
- Modelled, textured, rigged and animated assets and vehicles for desktop and mobile VR simulations.
- Created animated shaders & particle effects in unity to enhance the user experience.
- Optimizes existing assets and creature models for the mobile platform.

### SAE Qantm Studio Units / 2017 - 2018

#### Team Leader and Animator

- Assessed the teams work before handing it to the lecture for feedback.
- Modelled, textured, rigged and animated characters and assets in Maya to a creative brief and made iterations based on feedback.
- Assisted members with creative and technical challenges by encouraging collaborative problem-solving techniques.



By authority of the SAE Corporate Governing Body

Marc Edward Humphreys

is hereby granted the

Bachelor of Animation (Character Animation)

under the Common Seal of SAE Institute Pty Ltd on

31 January 2019

A handwritten signature in black ink, appearing to be "Peter Ryan".

Dr Peter Ryan  
Chair, Board of Directors

A handwritten signature in black ink, appearing to be "Helen Lancaster".

Dr Helen Lancaster B.A.(Hons), Ph.D.  
Chair, Academic Board



Certificate Number: 18896

This qualification is recognised within the Australian Qualifications Framework

# HIGHER SCHOOL CERTIFICATE



**BOSTES**

BOARD OF STUDIES  
TEACHING & EDUCATIONAL  
STANDARDS NSW

*This is to certify that*

***Marc Edward Humphreys***

*who attended*

***Dubbo College Senior Campus***

*has met the requirements for the award  
of a Higher School Certificate*



27194419

*President*

The Higher School Certificate is accredited by BOSTES and is recognised as a Senior Secondary Certificate of Education within the Australian Qualifications Framework.

Issued by BOSTES without alteration or erasure on 17th January 2017 at Sydney, NSW, Australia

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