Marc Florestant
3D Artist / Unity Developer
www.marcflorestant.com
marceflorestant@hotmail.com
(201) 344-5187

Major League Baseball Advanced Media
2018 - 2021
www.mlb.com
Unity Technical Artist/Developer
Responsibilities: UI/UX Design, and coding for various products on multiple platforms.

All Things Media
2017
www.allthingsmedia.com
Unity Developer
Responsibilities: Used Unity 3d to create a VR experience. Responsibilities included implementing a method of tracking user interactions to be used in analytics and maintaining 3D models and materials for the VR experience.

Jump Ramp Games
2015-2017
www.jumprampgames.com
Unity Developer/Designer/Technical Artist
Responsibilities: Used Unity 3d to code mobile games. Responsibilities included creating graphics using various graphics packages, both 2D and 3D. Integrating SDK's and maintaining code base.

Naughty Children at Play
2013-Current
naughtychildrenatplay.com
Unity Develooper
Responsibilities: Used Unity 3d to code mobile and desktop games. Responsibilities included creating graphics using various graphics packages, both 2D and 3D.

Blippar
2014
blippar.com
Developer
Responsibilities: Used proprietary scripting language to code augmented reality experiences for iOS, Android and Windows mobile devices which included creating graphics using various packages, both 2D and 3D.

1st Ave. Machine
2010-2013
1stavemachine.com
3D modeling & animation
Responsibilities: Creating animations for broadcast using 3D software.

Juniper Jones
2013
juniperjones.tv
3D modeling & animation
Responsibilities: Creating animations for broadcast using 3D software.

Eyeball NYC
2008-2013
eyeballnyc.com
Character Animation
Responsibilities: Creating animations for broadcast using 3D software.

Edgeworx
2005-2011
edgeworxstudios.com
3D modeling & animation
Responsibilities: Creating animations for broadcast using 3D software.

Suspect
2013
suspect.tv
Character Animation
Responsibilities: Creating animations for broadcast using 3D and crowd simulation software.

Pixel Light Digital Media Inc.
2013
pldm.com
Medical Animation
Responsibilities: Created medical animation using 3D software.

Worlds Away Productions
2013
worldsaway.tv
3D modeling & animation
Responsibilities: Creating animations for broadcast using 3D software.

ARUP
2005-2013
arup.com
Architectural Visualization
Responsibilities: Used Unity3d to create architectural walkthroughs, as well as,
animations for architectural visualization using 3D software.

RedgeFX
2005-current
redgefx.com
Responsibilities: Coded various applications for internal corporate uses and for sales
teams. Responsibilities included creating graphics for medical & corporate animation
using various graphics packages, both 2D and 3D.

Kollins Communication
2005-2012
kollins.com
Corporate Animation
Responsibilities: Created graphics and animation for trade shows and sales videos
using various graphics packages, both 2D and 3D.

Perceptional
2013
perceptionalnyc.com
Broadcast Graphics
Responsibilities: Creating animations for broadcast using 2D and 3D software.

Tronic
2010
tronicstudio.com
3D modeling & animation
Responsibilities: Creating animations for broadcast using 3D software.

J. Walter Thompson
2010
jwt.com
Character Animation
Responsibilities: Creating animations for broadcast using 3D software.

City Lights Media Group
1999-2001
citylightsmedia.com
Broadcast Graphics
Responsibilities: Creating animations for broadcast using 3D software.

Pratt NYC
2006-2013
pratt.edu
3D Instructor
Responsibilities: Taught 3D modeling and rendering to continuing education students

Fairleigh Dickinson University
2011
fdu.edu
3D Instructor
Responsibilities: Taught 3D modeling and animation to undergraduate students

School of Visual Arts
1996-2010
sva.edu
3D Instructor
Responsibilities: Taught 3D modeling and animation to undergraduate and continuing education students

Certifications/Awards/Citations:
Autodesk Certified Instructor

Education:
School of Visual Arts
B.F.A. Illustration

Skills:
3D Animation, 3D Modeling, Compositing, Texturing, Lighting, Rigging, MaxScript, Javascript, C#, UI/UX Design

Software:
3DS Max, Maya, Adobe Creative Suite, Mudbox, Unity3D, Substance Painter