

# Neil Marshall, B.A.

712 - 2391 Central Park Drive

Oakville, ON

L6H 0E4

(289) 837-0774

E-Mail: [neil@eightlines.com](mailto:neil@eightlines.com)

Portfolio: <http://www.eightlines.com/neil/>

## Summary

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**Game Developer:** I am a versatile and skilled worker with a broad range of experience as a software developer with additional expertise as a technical animator.

## Skills and Abilities

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### Core Competencies

Creative Problem Solving	User Interface Design	Pipeline Optimization	Small Project Management	Debugging	Framework Design & Implementation
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### Programming & Scripting

C#	C++	Max Script	MEL Script	XUL / XBL	Torque Script
SVN	CVS	Visual Source Safe	Flex		

### Game Engines & Graphics

Unity 3D	Torque	3D Studio Max	Maya	Photoshop	Illustrator
VRay	3Delight (Renderman)	Valve Hammer	Torque Constructor		

### Other Experience

HLSL / CG Shaders	ZBrush	Mudbox	Mental Ray	Perl	Java
HTML	CSS	JavaScript	PHP	ASP	Flash
Smedge	Premiere	After Effects	Director	NSIS Installer	Install Shield

## Education

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Computer Animation Post Graduate	Sheridan Institute of Technology and Advanced Learning
BA in Art & Art History	University of Toronto & Sheridan Institute of Technology and Advanced Learning
OAC & OSSD Diplomas	Oakville Trafalgar High School
Animation Basics I & II	Sheridan Institute of Technology and Advanced Learning

## Work Experience

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Ganz Interactive, Toronto ON

**Core Game Developer** (2009 - Present)

*Ganz manufactures toys with digital games. They are best known for their Webkinz line of stuffed animals.*

<http://www.ganz.com/>

- Designed and implemented animation trees used by all in-game characters

- Produced a character rig that was fully customizable and allowed for dynamic clothing and texturemaps

- Collaborated in the creation of the base framework used by all game developers on the project

- Team Lead Assistant - managing multiple developers creating a client for a 3D MMO

- Implemented Import and Export tools to carry additional information from 3DStudio Max into Unity

Vizable Inc., Toronto ON

**Developer** (2008)

*Vizable is a software company developing an object-oriented assembly model for representing media in a 3D environment.*

<http://www.vizable.com/>

- Scripted in JavaScript and XUL to improve the user interface in the AT&T Pogo web browser

- Created interactive 3D User Interfaces to visualize browser bookmarks as thumbnails

- Setup a new photo album utilizing Mozilla.org's XULRunner technology

View22 Technology Inc., Richmond Hill ON

**Senior Artist** (2006 - 2007)

*View22 is a provider of 3D Web solutions enabling customers to visualize, configure, and purchase products through an intuitive 3D experience.*

<http://www.view22.com/>

- Created tools in MaxScript to speed up the artists work-flow

- Created a 3ds Max Plugin in C++ to reduce the number of applications needed to export models

- Created 3D Models for clients such as Kohler, Bayer, Landscape Structures and Thermo Fischer

- Implemented Renderman render servers for Landscape Structures playgrounds and Autodesk

- Inventor & Intent

Genesis Worldwide, Mississauga ON

**Lead Programmer/3D Artist** (2005 - 2006)

*Genesis is a leading provider of structural light steel framing technologies.*

<http://www.genesistp.com/>

- Created a 3D Building walkthrough system using the Torque Engine

- Created Max Scripts to convert Architectural Drawings to the Game Engine format

- Programmed a web browser plugin to view 3D houses in realtime

I-mmersion Inc., Toronto ON

**3D Artist** (2005)

*I-mmersion produced custom 3D movies and games for the public and private sectors.*

- Modelled the city of Niagara falls in 3D for the Torque Engine

- Animated models, particles, and cameras for the Expo2005 Virtual Canada Exhibit in Japan

Mingu Productions, Toronto ON

**3D & 2D Artist** (2004)

*Mingu creates customer centric sales and marketing solutions.*

- Created 3D renderings based off of Architectural Drawings for Canderal Stoneridge

- Photoshopped people into 3D renderings for Ciccone Simone Inc.

*References provided upon request*