

MARK WEBB

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<https://www.markwebb-portfolio.com>

Ambitious technical artist with experience in machine learning, tools production, and digital content creation seeking opportunity to create cutting edge games and tools for game makers.

PROFESSIONAL EXPERIENCE

Springfield Games, Springfield, MO

Founder, July 2020 – Present

- Established a successful company focused on the production of professional game development tools
- Designed and built a robust suite of physics-based tools for environment art in Unreal Engine
- Performed all tasks necessary to produce a professional software package from initial concept to final release, maintenance, and community engagement

PrometheanAI, Remote

Contract Engineer, August 2019 – October 2019

- Developed highly accurate image classification models for a revolutionary DCC tool
- Implemented techniques from the latest academic papers into working professional code
- Worked with industry veterans to maximize the performance of novel software features

CART32, Springfield, MO

Technical Support Representative, February 2016 – September 2017

- Maintained DNS, website hosting, and firewall servers
- Engineered tools for emergency maintenance under strict time pressures
- Assisted clients with the Cart32 software and a wide range of technical issues

EDUCATION

Missouri State University, Springfield, MO

Bachelor of Science in Computer Science, December 2018

- Software Development Focus, Minor in Cybersecurity

NOTABLE PROJECTS

- Created an artificially intelligent system that could predict whether or not a film would win an Academy Award with 98% accuracy (2 person team)
- Used Progressive GANs to generate advanced water, vegetation, and elevation maps for digital landscape creation (WIP)
- Created an OpenGL 3D object viewer with rotation and translation capabilities (2 person team)

SKILLS

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|-----------------|---------------------|------------------|--------------------|
| • C++ | • 3D Modeling | • PBR Materials | • Tools Production |
| • Python | • Machine Learning | • Photogrammetry | • IT |
| • Unreal Engine | • Technical support | • Software R&D | • Cybersecurity |