

# MARK MARGIN

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## Professional Work Experience

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**Industrial Light and Magic** | Studio Talent Group | Lucasfilm / Disney | San Francisco, CA  
2001 - Present | Global Digital Artists Technical Trainer | Texture Artist

**Global Digital Artist Technical Trainer** (San Francisco, Vancouver, London, Singapore studios)

- **New hire and cross training** for modeling, texturing, look development, animation, and generalists (environments), Unix/Linux training, general pipeline classes. (Have also taught, rigging, cloth simulation)
- **Enrichment classes** in painting (figure, still-life, landscape), figure drawing, design basics, Photoshop
- **Documentation** – Documentation area lead for animation, digital modelshop (model/texture), generalists

**Texture artist** - Highlights (*A Quiet Place*, *Bumblebee*, *Avengers: Infinity War*, *Star Wars: Last Jedi*, *Dr. Strange*, *Ready Player One*, *Tomorrowland*) - <https://www.imdb.com/name/nm1647945>

## Academic Positions

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**Bowling Green State University** | Bowling Green, OH  
1994 - 2001 | Associate Professor of Art | Chair - Digital Arts Program | Tenured

Administrative chair for Digital Arts Division | 4 full-time, 1 part-time faculty | 280 undergraduate majors

- Taught animation, modeling, texturing, rigging, storyboarding, video editing, figure drawing, painting, design fundamentals
- Develop long-range planning for division
- Budget administrator for division
- Class scheduling and faculty assignments
- Research, identify, specify, and purchase hardware and software
- Updated and expanded undergraduate curriculum
- Developed Digital Art MFA specialization
- Supervise academic advising
- Work with corporate sponsors
- Faculty advisor for computer art club (student organization)

**University of Louisiana at Lafayette** | Lafayette, LA  
1989 - 1994 | Assistant Professor, Visual Arts

- Taught computer animation, modeling, texturing, video editing, painting, figure drawing, design fundamentals, survey of Art History

**Louisiana State University** | Baton Rouge, LA  
Spring 1992 Adjunct Instructor

- Taught Painting, Figure Drawing

## Software Experience

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Mari, Maya, XSI, Photoshop, Katana, Nuke, Substance Painter, Unreal Engine, Premiere, Final Cut Pro, Digidesign ProTools, Logic, ILM Proprietary Software, Confluence, Python, Unix shell scripting.

## Academic Degrees

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MFA | **Indiana University** | Bloomington, IN  
1987 - 1989

BFA | **Tyler School of Art | Temple University** | Philadelphia, PA  
1980 - 1984

## Other experience

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**Musician** | Accordion, Fiddle, Guitar, Mandolin

I play Louisiana Cajun/Creole music in a few bands around the Bay Area

- Midnite Ramblers, Ivy Moon All-stars, Wild Catahoulas

**Scenic Design** | USL Performing Arts Department | Lafayette, LA

- 1992 | Scenic Artist | *Private Lives* by Noel Coward
- 1991 | Scenic Designer and Artist | *A Midsummer's Night Dream* by William Shakespeare,
- 1991 | Scenic Designer and Artist | *Volpone* by Ben Johnson

## Reviewer

- Tenure and promotion reviewer: Maria Palazzi | 2000 | Ohio State University | Columbus, OH
- Tenure and promotion reviewer: George Chaiken | 1999 | Lehman College | Bronx, NY
- Grant Reviewer: Ohio University Research Committee | 1997

## Selected Grants

### A Joint Proposal for the Development of Facilities for the Study of Digital Media

1997 - \$800,000 - Bowling Green State University (\$800,000 funded, \$612,000 in-kind)

1996 - \$300,000 - Bowling Green State University (\$300,000 funded, \$300,000 in-kind)

### Louisiana Enhancement Quality Support Fund

1995 - \$115,000 - High Technology Interactive Multimedia Laboratory for Design | Principal Investigator

1991 - \$80,000 - Enhancement of Media Workshop with High Technology | Investigator |  
University of Southwestern LA

### National Endowment for the Arts

1995 - \$5000, 1993 - \$6,500, 1992 - \$5,000, 1991 - \$5,000

Support for Programming | Project Director | Artists' Alliance | Lafayette, LA

## References

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**Danielle O'Hare** | Director, Talent Development | Studio Talent Group | Industrial Light and Magic |  
415.746.5612 | [dohare@ilm.com](mailto:dohare@ilm.com)

**Jean Bolte** | Texture Supervisor | Industrial Light and Magic | 415.746.2022 | [jb@ilm.com](mailto:jb@ilm.com)

**Leila Chesloff** | Consumer Products Technical Director | Pixar Animation Studios | [leila@pixar.com](mailto:leila@pixar.com)

**Paul Churchill** | Technical Trainer | TD | Industrial Light and Magic | 415.746.3233 | [paulc@ilm.com](mailto:paulc@ilm.com)