

GREGORY B. MARLOW

123 Sid Martin Rd, Gray, TN 37615/(423) 737-8057/gbmarlow@gmail.com

EDUCATION

Animation Mentor 2008
Certification in Advanced Character Animation

East Tennessee State University
M.S. in Digital Media with Concentration in Animation 2006
Thesis: "Invoking Life."
Film: *Remembering Omery*

East Tennessee State University
B.S. in Engineering Technology 2003
Area of Concentration: Digital Media
Minor: Illustration

TEACHING EXPERIENCE

East Tennessee State University
Lecturer 2013-current
Developed course content, mentored students, taught a variety of animation and digital art classes.

Sessions College of Professional Design
Instructor-Character Animation, Flash Animation, 2010-current
Intro to Motion, Portfolio Review, Capstone Experience
Gave individual student feedback via video and ANGEL online system, administered all grades.

Art Institute of York, Pennsylvania
Instructor-Advanced Software IV, Effects Animation 2012
Developed syllabus and overall course content, gave individual in-class and video feedback, assisted in entry-level employment reel development, career counseling, administered all grades.

East Tennessee State University
Adjunct Faculty-Fundamentals of Animation, Intro to Visualization 2008
Gave individual in-class and video feedback, met with students in office as requested, administered all grades.

Graduate Assistant-Intro to Raster-based Imaging, Intro to Visualization 2005-2006
Gave individual in-class and video feedback, met with students in office as requested, administered all grades.

WORK EXPERIENCE

2K Games, Firaxis
Animator 2009-2013
Animated 11 historical leaders for the PC title *Civilization V*; created full body and facial animation for in-game diplomacy cinematics; animations included on titles: *Gods and Kings*, *XCOM: Enemy Unknown*, *Bioshock Infinite*; scored exceeds expectations on managerial and peer reviews.

Greg Animates
Freelance Artist 2004-current
Animated dinosaur cycles for *Orion: Prelude*; created preproduction animation for films to be produced by DreamSire Entertainment and Time View Development; modeled, rigged, and posed characters for training software for Professional Hiring Tools; created posed characters for exercise manual; animated various game cycles for independent game makers; developed 2D platform art for iPhone game; developed game platforms in Unity game engine.

GREGORY B. MARLOW

2

Unique Logic and Technology

Senior Artist

2006-2009

Lead team of eight artists in creating all art assets for multiple titles for Play Attention video game system, created over half of the animations used from 2006-2009, lead short film division in creating five promotion films, did XML scripting for Ogre game engine.

PUBLICATIONS

A n00b's Guide to Autodesk Maya 2012

Minute Help Press

2012

A n00b's Guide to Autodesk Sketchbook

Minute Help Press

2012

FICTION WRITING

Fred Lincoln's Machine

Stupefying Stories

2013

My First Day

KZine

2013

Props for Life

3rd Place, Fourth Annual Dialogue Contest

Bartleby Snopes

2013

The Collective

Suddenly Lost Words, Volume 1

2012

The Dome

Every Day Fiction

2012

FICTION EDITING

Headstones and Monuments

Author: Steve Ogden

Editors: Tom Dell'Aringa and Gregory Marlow

2012

SOFTWARE EXPERIENCE

Maya, 3DS Max, Motion Builder, Adobe Photoshop, Autodesk Sketchbook, ZBrush, Digital Fusion, Mel Scripting, Adobe After Effects, Adobe Premier, Mudbox, Flash, The Setup Machine, Ogre engine, Unity engine, Firaxis proprietary game engine, Unreal engine 3, GameSalad 2D engine

AWARDS

Student Choice Award, Animation Mentor

2008

Persistence of Vision, Persistence of Vision by Oliver Scott

2007

Best in Category, Edge Art Show

2006

MEMBERSHIPS AND CONFERENCES

International Game Developers Association member

Siggraph 2006; Boston, MA

Siggraph 2002; San Antonio, TX