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Mark Trappett

Objective

- Seeking position as Character Animator working with Maya or other animation software tools creating shots for feature, gaming or other areas.

Education

- ***AnimationMentor.com***
Diploma in Advanced Character Animation Studies
Graduate Date December 18, 2009
Class 1: Basic Foundations, Mentor: Nicole Herr Sony Imageworks 2007
Class 2a: The Principles of Body Mechanics, Mentor: James Brown Tippett Studios 2007
Class 2b: The Principles of Body Mechanics, Mentor: Dimos Vrysellas March Entertainment 2008
Class 3: Introduction to Acting, Mentor: Mike Walling Dreamworks Animation 2008
Class 4: Advanced Acting, Mentor: Dana Boadway Free Lance 2009
Class 5: Short Film Pre-Production: Jed Diffenderfer Dreamworks Animation 2009
Class 6: Short Film Production: Keith Sintay Digital Domain 2009
- ***Capella University, Minneapolis, Minnesota***
M.S. in Information Technology, 3D, 2D Animation.
Graduate Date 2007
- ***American College of Information Sciences, Birmingham, AL***
B.S. in Computer Science
Graduate Date 2003
- ***Awarded by regionally accredited colleges and universities in the United States***
A.A.S. in Electronics
Graduate Date 1990
- ***San Diego State University***
Software Testing and Quality Assurance
Graduate Date 2000
- ***Computer Based Training (CBT) - Capella University***
Photoshop, MS Access, JavaScript, HTML, Adobe Premiere, PHP, and Perl
Graduate Date (Ongoing)

Awards & Honors

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- **BSCS Summa Cum Laude GPA 4.0**
 - **MSIT GPA 4.0**

Technologies

Maya, MEL, Lightwave, 3D Studio Max, Deep UV, Poser, Houdini, FlipBook, Bryce 3D, Photoshop, Particle Illusion, Cinema4D, DAZ Studio, Premiere, After Effects, Python, ToonBoom Studio.

Experience

July 2010 – November 2010

MITSUBISHI MOTORS NORTH AMERICA, Cypress, CA

Web Developer

- Responsible for implementation of Omniture SiteCatalyst SEO Tagging integration for main, mobile and microsites.
- Working with Flash, ActionScript 2.0/3.0, and ActionSource.

June 2010 – July 2010

MOTORCYCLE SAFETY FOUNDATION, Irvine, CA

Web Developer / Web Designer

- Added new pages, content, images, and menu items to existing .NET projects.
- Incorporated embedded video content using YouTube embedded code and BitsOnTheRun CDN.
- Sliced all images for site from PSDs making new changes based on company requirements.

December 2009 – March 2010

DISNEY INTERACTIVE MEDIA GROUP, North Hollywood, CA

Web Developer

- Disney Online Studios (DOS) working on Disney ToonTown Web site updates using JavaScript, XHTML, JQuery, CSS, Eclipse, VRCVS, JIRA, Notepad++, Alienbrain, Tea, and Omniture tracking.
- Working in a fast-paced Studio environment.

March 2008 – June 2009

DISNEY INTERACTIVE MEDIA GROUP, North Hollywood, CA

Web Developer

- Disney Online (DOL). Integration of deliverable material updates for Disney corporate Web sites including, Disney Corporate Reports, Disney Games Teaser Sites, Disney Movie Club, Walt Disney Family Museum, Disney College Program, and Disney Mobile.
- Use of Photoshop for slicing, resizing, and adjusting images with technical considerations related to display, and Web site performance requirements.

September 2006 - March 2008

MEDIASPAN ONLINE SERVICES, Irvine, CA

Web Developer/Software Engineer

- Design; develop, implement, and test client Web sites for Newspaper and Radio.
- Other software tools used include, Flash, Microsoft Visual Studio, Visual Interdev, Iron Speed Designer, SQL Server Management Studio, XMLSpy.
- Designed, developed, implemented, and tested Regional and Local Weather support for multiple radio station Web sites using ASP, DHTML, SQL, XHTML, and AJAX.
- Worked with graphics design slicing Web images from PSD files for radio Web sites.
- Editing Flash files for site integration.

September 2005 – September 2006

CARABELLA, INC. Irvine, CA

Web Designer / Web Developer

- Maintaining multiple Company web sites, which includes, updating, designing and developing XHTML, ASP, PHP, .NET and Java.
- Used PhotoShop on a daily basis to design, develop, and deliver email campaign's using raw images supplied by the production department.
- Responsible for design and development of new Web site pages working with artistic, creative, and demanding requirements of the fashion industry using PhotoShop.
- Worked in a dual role as Web Designer taking on all design tasks working heavily with PhotoShop on day-to-day basis performing multiple tasks including resizing images, optimization for Web, slicing, cropping, re-coloring, file format conversion, cleaning up images, adding text, installing fonts, adding filters, and extracting.
- Tasks include graphics editing, optimization, resizing, and preparation for the web, retouching, re-sampling, extraction, and color changing.
- Flash animation for banners and Java Applets for slide shows.

November 2002 – September 2005

RED HOT LOGIC – FILM COMPANY, Trabuco Canyon, CA

Senior Software Engineer – 3D

- Designed & developed multiple 3D CGI movie productions using 3D software tools including, Maya, Bryce 3D, 3D Studio Max, LightWave, Poser, Daz Studio, Cinema4D, IClone, and Digimation's GestureMax.

January 2000 – November 2002

PRO IV TECHNOLOGY, INC., Irvine, CA

Quality Assurance Analyst,

- Design and implementation of load test procedures. White Box, Black Box, Stress, and Performance Measurement Testing.
- Verbal and written communication skills
- Analytical and problem solving skills.
- Performed quality assurance installation testing on Client Server applications for multiple versions of UNIX (HP, Solaris), Windows (95, 98, 2000, XP), VMS and IBM Mainframe S/390 platforms using various databases such as DB/2, Oracle 7, 8, 8i and MS Sequel Server.

- Strong graphics editing software experience, which includes Fireworks, Photoshop, and Flash.

January 1990 – January 2000

CONTROL SYSTEMS INTERNATIONAL, INC., Irvine, CA –

Software Engineer

- Quality Assurance procedures including manual test procedures, supporting documentation, automated testing using Rational Visual Test.
- Worked on many large-scale projects for Arco Products Company, Inc. Extensive PLC programming skills. Installation/commissioning of software, debugging, troubleshooting, customer support.
- C/C++ developer working on several projects including serial communications links, DDE, Computer Aided Design (CAD) skills