Mark Cullen

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Web: http://run.to/pile/
DOB: 30 May 1974

Qualifications

1986-1990	Blackrock College, Dublin	**Inter Cert.**
1990-1992	Scoil Mhuire, Buncrana	**Leaving Cert. (6 Honours)**
1992-1994	University of Ulster, Magee, Derry, Northern Ireland.	**HND Graphic+ Product Design.**
!994-1995	DIT College of Commerce, Aungier Street, Dublin 2	**Certificate in Advertising. (Merit)**
1996-1998	Senior College Ballyfermot, Dublin.	**HND Computer Animation and 3d Modelling. (Distinction)**
1999	Business Computer Training, 22 Merrion Sq., Dublin 2.	**City and Guilds in Data Communications and Networks II.**
1999-2000	University of Ulster, Magee, Derry, Northern Ireland.	**Masters in Computing and Design. (Distinction)**

Experience

1990,'91,'93,'94	Fruit of the Loom Int. Ltd. Buncrana, Co.Donegal	**Various work. (Cleaning, Forklift operator, graphic design work etc.)**
1992 Summer	Buncrana Urban District Council.	**General Maintenance work.**
1994 2 Months	Donohoe Design+Illustration 95 Merrion Sq, Dublin2	**Work Experience. (Illustration work)**

1994 May - 1995 August	O'Sullivan Ryan Advertising 41 Percy Place, Dublin2	**Assistant Art Director.**
1995-Present Freelance	Throughout the next few years, while doing various courses I began to work in the newmedia field tying the knowledge I'd learned together. I have done work for many companies and websites. Ireland On-Line, Player of Games Ltd., Boards.ie, Quake.ie and the Irish Gaming Network, Qamex, and Fruit of the Loom to name a few. Work has included 3d Modelling and animation, presentation design, web graphics, illustration and web design. Examples of some of this work and more can be found on my webpage at: **http://run.to/pile**	
2000 Oct-Present	Good Friday Robotics, TSIC, Magee University, Rock Road, Derry City, Northern Ireland.	**Multimedia Designer**
2001 Feb-Present	Magee University, Rock Road Derry City, N. Ireland	**Part-Time Lecturer and Technician**
Current Projects	I am currently working on a few projects in my spare time, Torc Interactive being the main one. A group of colleagues and I are working on this together. We hope to make a complete 3d game using all our own technology and designs within the nest year or two. I am taking care of all the visual side of things from textures to models to animation and some special effects. Other projects I am currently involved with are gamesart.com (a site giving information on how to go about making your own game), roddens.com (my local pubs webpage), and my own webpage. Examples of this work and more can be found on my webpage at :**http://run.to/pile**	

Art and Computer Skills

I have completed projects using many varying software packages. I'm not sure how to best go about grouping them so by maker is probably as good as any.

ADOBE	Photoshop After Effects	Premiere Streamline	Illustrator
MACROMEDIA	Flash Fireworks	Dreamweaver Generator	Director Freehand
MICROSOFT	Word Power Point	Excell Outlook	Frontpage Access
DISCREET	3d Studio MAX	3d Studio 4	Character Studio

Corel   Draw   Photopaint   Corel 3d
Various   Lightwave   Paintshop PRO

These are the main packages I use to do work. HTML and Javascript are my main two languages for the web at the moment but I am currently trying to teach myself ASP. I also have knowledge of upgrading and installing new hardware to PCs coupled with networking skills. Aside from art that I have worked on in college, I work on alot of projects on my own using many kinds of media, pen and ink, pencil, acrylics, pastels and charcoal mainly. My subject matter has included portrait drawing, extensive life drawing, lanscapes and abstract. My principal subject matter however is character design. I have books and folders filled with sketches and fully developed characters. My current art project is one that has been in progress for quite some time now. I have a series of 6ft. by 4ft. charcoal characters in various situations of the same style. A few examples of my traditional artwork can be found on my website at: **http://run.to/pile/**

Additional Information

I have full clean driving licence and my own car (Mini Seven!). I am an avid reader of all media, books (Contemporary modern and the classics), comics (less the superhero stuff, more the underground titles) and the ussual flux of magazines. I play guitar at a considerably less than expert standard and have been known to throw a song off me on occassion. My collection of music is absurdly diverse and big at this stage. I am a huge fan of animation in its many guises. Football is a game to be played in the good weather so I may go for months without a game in this country. Are you going for a pint?

Referees

Mrs. Siobhan Casey   **Fruit of the Loom int. Ltd.**
(Communications)   Ballymacarry, Buncrana
                              Co. Donegal.

Anton Hutton   **Good Friday Robotics Ltd.**
(Director)   Incubator Centre, Magee
                              College, Derry.

Mark Byrne   **Ballyfermott Senior Technical**
(Course Head)   **College**, Ballyfermot Road,
                              Dublin 10.

John McGregor   **University of Ulster**, Magee
(Head of Msc Comp and Des.)   College, Derry.

Others Available on Request.