

MARK TANNER

Sr. Product Owner,
Animation

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Skills

20-year industry veteran specialized in all aspects of visual-technical direction and production for: Animation, Motion Capture, Games, Film and AR/VR experiences.

<https://www.markgtanner.com/>

<https://vimeo.com/tanneranimator>

[Maya 2020.1](#)

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Experience

Autodesk / Sr. Product Owner, Animation

September 2019 - Present, Toronto, ON

Maya and Motionbuilder products

Ubisoft / Animation Director - Technical Director

October 2017 – September 2019, Toronto, ON

Unannounced Project

Microsoft / Mocap Studio Supervisor - Sr. Technical Animator

May 2015 - September 2017, Redmond, WA

Halo Infinite, Gears of War 4, Forza Motorsport 7, Hololens

Microsoft / Sr. Animator

May 2011 - May 2015, Kirkland, WA

Halo 5: Guardians, Halo 4

Digital Domain / Mocap Supervisor - Animator

June 2010 – Mar 2011, Vancouver, BC

Thor (feature film)

Electronic Arts / Motion Capture Operator - Lead Animator

October 1999 - Jan 2010, Vancouver, BC

Various titles (please see credits)

Education

Academy of Art University / Pursuing BFA: Illustration

January 2013 - Present, San Francisco, CA (Online)

Vancouver Film School / 3D Animation and Digital Effects

September 1998 - August 1999, Vancouver, BC

Victoria College of Art / Illustration

September 1997 - June 1998, Victoria, BC

Camosun College / Fine Arts

September 1996 - June 1998, Victoria, BC

Projects

Unannounced AAA title (Ubisoft)

Halo Infinite (Microsoft)

Gears of War 4 (Microsoft)

Forza Motorsport 7 (Microsoft)

Hololens Destination: Mars (Microsoft)

Halo 5: Guardians (Microsoft)

Halo 4 (Microsoft)

Thor (Disney/Marvel)

Tron: Evolution (Disney)

Dead Rising 2 (Capcom)

Syndicate (EA)

Skate (EA)

NBA Street: Homecourt (EA)

NBA Live 2002, 2003, 2004, 2005, 2006 (EA)

NCAA March Madness 2004, 2005 (EA)

NBA Street: Vol. 2 (EA)

NBA Street (EA)

Madden 2000 (EA)

NHL 2000 (EA)

Tiger Woods PGA Tour 2000 (EA)

F1 2000 (EA)