

SUMMARY

Dedicated generalist with 5 years professional experience in stop-motion and live action puppet fabrication. Focusing in traditional painting, sculpting, and rapid prototyping. Demonstrated communication skills, as well as creative and intellectual problem solving skills. Positive attitude and willingness to share knowledge and techniques with teammates. Self reliant, flexible, ability to quickly switch between working independently to collaborating with teammates. Works well under stress and within tight deadlines, skilled in accurate time estimates, team organization, and time management. Experience developing and documenting repeatable fabrication and painting techniques.

Portfolio: www.racheldmark.com

Instagram: [@racheldmark](https://www.instagram.com/racheldmark)

TECHNICAL SKILLS

- **Painting:** Model/puppet/set painting experience; paint color matching; airbrushing; detail painting; UV/Blacklight painting
- **Fabrication:** Proficiency in a wide variety of mediums (fibers, clay, glues/epoxies, paint, plastics, wood, metal, etc...); Basic electrical engineering and soldering; Simple mechanics (mathematics) systems; Basic wood shop; CNC machine tools (laser cutter)
- **Sculpting:** Advanced anatomical knowledge; Proficiency in a wide variety of mediums (WED, Chavant, Roma, Sculpey, etc...); Advanced armature design construction;
- **Molding/Casting:** Intermediate mold making and casting experience
- **Electrical:** Basic EE experience; wiring, soldering, and Arduino circuit programming
- **Costuming:** Intermediate Sewing, Patterning, Block Printing, Leather working
- **Animation / Puppetry:** Stop-motion animation armature design, "Bunraku" hand/rod
- **Rapid prototyping (3D Printers):** EnvisionTec Perfactory IV, Projet 1200
- **Software:** Magics, Perfactory RP, Dragonframe, Adobe CS6 (Photoshop, Illustrator)
- **Programming:** Arduino, Maya MEL and Python scripting, Perl, PHP, Flash ActionScript (CS3), Javascript for Adobe Photoshop (CS6)

PERSONAL ART

"Thinking Pods" Installation, Camp "So Far So Good", Burning Man ([IG: @campsofarsogood](https://www.instagram.com/campsofarsogood))
Black Rock City, CA (2017 - 2018)

- Created warm, safe, and cozy "containers" which people could enter to feel more secure reflecting on their Burning Man experiences and exploring difficult thoughts and feelings
- Designed and fabricated large CNC cut wooden dodecahedron pods for one to three people to recline in comfortably
- CNC cut acrylic panels and lined with Neopixel LED strips for the roof section of each pod to create a warm and gently soothing glow environment

Tiny Climbers (tinyclimbers.com)

Miniature rock climbing gym holds as decorative refrigerator magnets and thumbtacks
Los Angeles, CA (January 2017 - Present)

- Designed and sculpted 20 unique miniature rock climbing holds - similar to those found in an indoor rock climbing gym
- Mold and cast the sculptures to produce colorful decorative magnets and tacks in resin
- Patching of any cosmetic holes; sanded, cleaned, and prepped for packaging

PROFESSIONAL EXPERIENCE

Scenic and Puppet Painter, [Ancient Order of the Wooden Skull](#)

With credits on "littleBits" Commercial (<https://www.ancientorder.com/our-work/>)

Glendale, CA (September 2018)

- Worked closely with Production Designer and Art Director to create warm and inviting color pallet for puppets and scenic elements
- Hand painted three main human puppets and mechanical bear, as well as many scenic elements, including: trees, boat, and helped with the fabrication decisions of Mars terrain

Lead Puppet Fabricator, [Buck Design, INC](#)

With credits on UNRELEASE Amazon Project

Glendale, CA (September 2018)

- Designed and constructed three hero spider puppets with fur
- Foam puppet body fabrication over armature design with articulating legs

Lead Puppet Painter, Wendell and Wild Co. via [Netflix.com](#)

With credits on "Wendell and Wild" Pre-production Development

Hollywood, CA (June - July, 2018)

- Lead a team of seven dedicated puppet painters in the production line painting of several hundred replacement faces
- Maintained quality control, and reduced "chatter" of line work from face to face
- Documented custom paint mixes

Scenic and Puppet Painter, [BixPix Entertainment](#)

With credits on "Tumble Leaf Season 3"

Sun Valley, CA (2016 - 2017)

- Prepared, cleaned, painted set pieces and props for Tumble Leaf Season 3
- Hand painted puppet heads, hands, feet, and hair
- Airbrushing and hand painting replacement faces for main characters

Puppet Fabricator, [Stoopid Buddies Stoodios, LLC](#)

With credits on "[Robot Chicken: Season 8](#)", "[SuperMansion](#)" (Seasons 1 and 2)

Burbank, CA (2015 - 2018)

Puppet Fabricator

- Prepared, cleaned, seamed foam and silicone puppet bodies for costume department.
- Hand painted puppet heads, hands, feet, and hair
- Assembled hand kits for replacement hands; and managed extensive hand kit library.
- Created build up puppets, built armatures, and aided in armature design considerations

Rapid Prototype Technician, [Stoopid Buddies Stoodios, LLC](#)

With credits on "[Robot Chicken: Season 8](#)", and "[Super Mansion](#)"

Burbank, CA (June 2015 - February 2016)

- Preparing assets for 3D printing
- Calibration and maintenance of EnvisionTec and Projet printers
- Debugging print issues
- Logging machine hours and part cataloguing
- Asset library organization and management

Puppet Fabricator & Assistant Painter, Sam Koji Hale's, "[Yamasong](#)"

San Fernando, CA (2014 - 2015)

- Assistant Painter to Robyn Yannoukos; responsible for design and painting of the hero turtles (Generic Terrapin Warrior, Terrapin Boy, Elder Pyreez, and Elder Masook)
- Sculpting "Lord Geer" character body; designing and implementing electronics and mechanical gears that rotate in the chest

Fabrication (Intern), "[I'm Scared](#)" for Dan Levy & Pete Levin

Los Angeles, CA (December 2014 - January 2015)

- Dialog track reading/breakdown
- Fabricated an animatable claw hand for "Giant Robot" puppet
- Carved and painted the rear panel for "Giant Robot" puppet
- Minor on set touch up painting of puppets, color matching
- Patched and painted silicone replacement hands; and added styrene wings
- Assisted in the silicone pouring of the replacement "Ralph" puppet
- Built flying rigs with square brass tube stock

Puppet Fabricator, Digital Twigs, SnapChat's "[Word of the Day](#)"

Los Angeles, CA (January 2015)

- Designed and built three custom wire armatures for their character, "Simon"
- Armatures, with replaceable: neck, head, arms/hands, legs, and tail
- Build-up puppet bodies: foam construction, wrapped limbs in sport foam tape

Art Dept. (Intern), Sam Koji Hale's, "[Monster of the Sky](#)"

Burbank, CA (2013-2014)

- Detailed puppet painting for Ghost puppets; and replicated master painter's design on interchangeable heads; Assistant Painter to Robyn Yannoukos
- Designed and fabricated robotic dog puppet for story intro
- Designed locking system for Goddess puppet to safely ride atop giant dragonfly mount
- Researched and designed overlapping feather assembly for prince Tanab's articulating wings; Created feather template from plastic to speed tracing and cutting process
- Designed and patterned leather boots for Princess Sky (not sure if completed/used)
- Repaired and sculpted damaged character face casts of Princess Sky
- Wired/soldered and sculpted a halogen light up wand, controlled by a voltage control dial

Art Dept. (Intern), [Chiodo Bros Productions](#), Various Projects

Burbank, CA (2014)

- Designed and wired electrical LED lighting system for model environment
- Foam puppet body and custom fabrication for chin puppets
- Miniature model kit building and painting

Art Dept. (Intern), Kevin McTurk's, "[The Mill at Calder's End](#)"

Burbank, CA (2013)

- Patterned and assembled "Henson" leather and doll rod marionette limb joints
- Assembled machined head/neck mechanisms
- Set dressing and faux finishing for rock cave walls
- Silicon molding puppet head; and resin/fiberglass casting of puppet's body and limbs

OTHER PROFESSIONAL EXPERIENCE

Sculptor and Anatomy Consultant, Synthetics (NSFW)

Los Angeles, CA (2012 - 2013)

- Block out human head sculptures for master sculptor
- Complete ears and other detailing work after master sculptor has completed final likeness
- Clean up sculptures and ready them for mold making process
- Assisted in the completion of sculpting full-scale realistic male mannequin, "Gabriel"
- Consulted for anatomical expertise for final revision of mannequin
- Aided in the 2-piece resin/fiberglass molding of full figure
- **Safe for work viewing!** Check out "Gabriel" in this adorable music video (that we had nothing to do with): <http://vimeo.com/75837970>

EDUCATION BACKGROUND

"There is an ever-growing list of desired expertise and adventures, lovingly written in colored pencil, and tacked above my work desk. I have spent these past three years dedicated to taking chances and honing new skills. As I do, my passion for art deepens, new areas of study are unearthed, and the list grows. Forevermore and happily, a student for life." ~ Rachel

Concept Design Academy (conceptdesignacad.com)

Pasadena, CA (2013)

Dynamic Sketching with Peter Han; Composition and Cinematography with Bill Perkins; Sketching for Environment with Ed Li; and Head and Figure Drawing with Kevin Chen;

tigoboANIMATION (tigoboSCHOOL.com)

Los Angeles, CA (2013)

Introduction to stop-motion animation; and work on personal projects

AnatomyTools.com (anatomytools.com)

Alameda, CA (2010-2012)

Human Anatomy Level 1, 2, and 3 (Master class); Creature Anatomy (Master class) with Jordu Schell; and Character Development (Master class) with Carlos Huante

Gnomon School of Visual Effects (www.gnomon.edu)

Hollywood, CA (2008-2009)

Figure Drawing; Character Development and Design; Introduction to Maya; and Character Maquette Sculpture with John Brown

Northeastern University – College of Computer Science (www.northeastern.edu)

Boston, MA (1999-2004)

Bachelor of Science in Computer Science (2004)

University of Cincinnati – Design, Art, Architecture and Planning

Cincinnati, OH (2002)

Related Courses: UI Digital Design; Digital Ideation (Information Architecture); and Typography