

Marc Soehl

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Professional Summary

An animation and game art development professional with 15+ years of teaching experience and 8+ years' industry experience.

Software Experience

3D/2D Animation/Modeling: Maya | 3DS Max | OpenToonz | ZBrush | Mudbox | Marvelous Designer
Renderers: Renderman | Arnold | Redshift | VRay | Keyshot
Game Engines: Unity | Unreal | Marmoset | Lumberyard
Textures: Substance Painter | Substance Designer | Photoshop | Illustrator
Audio/Video: After Effects | Premiere | Nuke | Mocha | Audition

Employment History

<i>Assistant Professor/Columbia College, Chicago, IL</i>	2023 –Present
Teach students Modeling, Tech Art and 3D Animation for Animation and Game Art Curriculum/Class Development/Class Coordinator/Student Mentoring	
<i>Adjunct Instructor/Columbia College, Chicago, IL</i>	2016 –2023
Teach students Modeling, Tech Art, and 3D Animation for Animation and Game Art Curriculum/Class Development	
<i>Adjunct Instructor/SNHU, Manchester, NH (Online)</i>	2014 –2023
Teach students the principles of 3D Modeling/Animation and Game Art Curriculum/Class Development	
<i>Directed Study Advisor/Academy of Art University, San Francisco, CA (Online)</i>	2011 – 2013
Work one on one with online graduate students on their thesis project	
<i>Adjunct Instructor/The Illinois Institute of Art, Chicago, IL</i>	2009 – 2018
Teach students the principles of 3D Animation and Game Art Curriculum/Class Development	
<i>Instructor/The American Academy of Art College, Chicago, IL</i>	2008 – 2023
Teach students the principles of 3D/Animation/Video Curriculum/Class Development	
<i>3D Artist/Animator Adler Planetarium, Chicago, IL</i>	2006 – 2008
Execute all aspects of 3D production for pre-rendered feature shows	
<i>3D Artist/Animator Dragon Lance Adventures, Edmonton, Canada (Online)</i>	2002 – 2006
Level and Assets Modeler	
Execute In-Game and Cinematic Effects and Character Animation	
<i>Intern/3D Artist High Voltage Software, Hoffman Estates, IL</i>	2002 – 2003
Level and Assets Modeler	

Project List

One World, One Sky: Big Birds Adventure: Full Dome Planetarium Show	2008
Night Sky Live: Full Dome Planetarium Show	2008
Time Space: Full Dome Planetarium Show	2008
Wyvern Crown of Cormyr: Released on PC Digital Download	2006
Leisure Suit Larry: Magna Cum Laude: Released on X-Box/PS2/PC	2004
Haunted Mansion: Released on X-Box/PS2/GameCube	2003

Education

The Academy of Art University, San Francisco, CA	2008
MFA/Animation & Visual Effects Specializing in Character Animation	
The Illinois Institute of Art, Chicago, IL	2002
BFA/Media Arts & Animation	

Portfolio/Demo Reel/References/Credit List/Breakdown List/Transcripts available upon request