



MARKUS THE ARTIST



MARKUS WALKER

CREATIVE DIRECTOR + MOTION DESIGNER + CONCEPT DESIGNER

Markus Walker is a multi-dimensional artist, motion designer and world-builder with over 15 years combined experience in 3D and motion design, creative direction, art direction, environment design, illustration, and concept development. He has worked with several brands including Xbox, Activision Blizzard, Disney, ESPN and UFC across several industries including gaming, TV and film, broadcast, professional sports, entertainment, fashion, live events, music and consumer products. He is currently working remotely from the greater Los Angeles area and is looking to collaborate and bring his unique vision and style to every project.



EXPERIENCE

MARKUS THE ARTIST 2005 - PRESENT

FREELANCE CREATIVE DIRECTOR

CLIENTS: DISNEY, ESPN, ACTIVISION BLIZZARD, SQUARE ENIX, UFC

AYZENBERG 2017 - 2023

ASSOCIATE CREATIVE DIRECTOR

CLIENTS: MICROSOFT, XBOX, BETHESDA, UBISOFT, BANDAI NAMCO

ART MACHINE 2016 - 2017

SENIOR ART DIRECTOR, BRAND DIVISION

CLIENTS: LA RAMS, UNIVERSAL STUDIOS, NETFLIX, FIAT/CHRYSLER

AEG 2013 - 2016

SENIOR GRAPHIC DESIGNER

CLIENTS: STAPLES CENTER, LA LAKERS, LA KINGS, COACHELLA

ADVANSTAR/UBM 2010 - 2013

SENIOR GRAPHIC DESIGNER + PHOTOGRAPHER

DISNEY 2008 - 2009

PRODUCTION DESIGNER - CONSUMER PRODUCTS

WARNER MUSIC GROUP 2005 - 2008

MARKETING ASSISTANT + GRAPHIC DESIGNER

CLIENTS

ACTIVISION BLIZZARD	META
ADULT SWIM GAMES	MICROSOFT
AMAZON GAMES	NETFLIX
BANDAI NAMCO	NIANTIC
BETHESDA	PUFFCO
COACHELLA	SQUARE ENIX
DISNEY	STAPLES CENTER
ESPN	STIIIZY
GRAND PARK	STURDY
LA LIVE	UBISOFT
LOS ANGELES KINGS	UFC
LOS ANGELES LAKERS	VISA
LOS ANGELES RAMS	XBOX

TOOLS

ADOBE CREATIVE SUITE
ARNOLD RENDER
BLENDER
CINEMA4D
EMBERGEN
HOUDINI
MARMOSET TOOLBAG
MARVELOUS DESIGNER
MAYA
MIDJOURNEY
OCTANE RENDER
QUIXEL MEGASCANS
QUIXEL METAHUMANS
REDSHIFT RENDER
SUBSTANCE DESIGNER
SUBSTANCE PAINTER
UNREAL ENGINE
WORLDCREATOR
XPARTICLES
ZBRUSH

SERVICES

3D + 2D ANIMATION
3D GENERALIST
ART DIRECTION
CG MODELING + SCULPTING
CONCEPT DESIGN
CREATIVE DIRECTION
DESIGN TEAM LEADERSHIP
EDITING + TRAILERS
ILLUSTRATION
KEY ART
MOTION DESIGN + VFX
PHOTOGRAPHY + EDITING
PITCHING + DECK DESIGN
PRODUCT VISUALIZATION
STORYBOARDING
TECHNICAL DIRECTION

EDUCATION

UC IRVINE 2006

B.A. POLITICAL SCIENCE
B.A. SOCIOLOGY
DIGITAL ARTS

GNOMON SCHOOL 2019-2022

CHARACTER DESIGN
ZBRUSH
UNREAL ENGINE

VIDEO SYMPHONY 2010

MOTION GRAPHICS & VISUAL EFFECTS



WEB



REEL



VIDEOS



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