

MARK FRY

Canadian-British dual citizen
Camera Drone Operator
Visual Effects Artist
Video Game Developer

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Location: Essex, UK

MY STORY

I am an effective team leader with experience in digital content creation and acquisition. I've been part of some great teams across many types of projects within film, TV, video games, web, animation and video productions. Creativity, innovation, and troubleshooting are key components of my digital DNA.

As a Senior UAV Pilot, I fly drones for topographic mapping and use my experience as an imagery specialist to ensure that data is captured and delivered to exacting standards. In 2014 I learned how to design, build, and fly drones. I received Remote Pilot Qualification (RPQ-s) and gained Permission for Commercial Operations (PFCO) to fly drones professionally in the UK. A few creative highlights for me involved working in drone crews on TV series for BBC, Sky, History Channel, and a large ad campaign by Saatchi & Saatchi.

The BBC TV series 'Airmaggedon' is a great example of a challenging drone project that I worked on. The young contestants on this game show flew (and crashed) large X8 drones through obstacle courses and laser tag games as well as carrying wrecking balls and drone-mounted paintball guns. As a Drone Technician I helped maintain the fleet and was the on-set safety adviser ensuring that crew and contestants remained safe during the hectic day's filming schedule. My experience building and troubleshooting drones allowed me to quickly assess the condition of crashed drones and quality control all completed drone repairs before each flight.

The 'Fleet Lights' ad campaign by Saatchi & Saatchi was another exciting drone project that pushed boundaries. I flew drones carrying bright spotlights in the pitch black of night, flying manually and as part of an automated fleet. This presented many unique technical and operational challenges but careful planning, analysis, and iteration allowed us to overcome all obstacles while strong communication kept everyone safe during the night time flying. The client was thrilled with the results we achieved.

I worked on Hollywood feature films as a Visual Effects Artist at some of London's top facilities: Double Negative; Framestore; and The Moving Picture Company. I had to quickly adapt to bespoke digital pipelines and use rapid iteration to complete difficult tasks on time. A process-driven analytical approach was the key to success.

I moved from Canada to the UK in 2002 to join Splash Damage, a AAA video game developer, to work on IP from id Software. As Head of Department I was involved in all aspects of the design and production of real-time 3D video game worlds, often liaising with executive producers and managing outsource staff. I later joined Endrant Studios as a founding member and continued a strong relationship with id Software. We inherited a troubled project from another company requiring a lot of change requests from the publisher in order to deliver the final product. I assessed the workload and trained a fresh new team of Level Designers to successfully meet the challenge. I'm very proud of my team because we worked hard to stay ahead of schedule and over deliver.

Before I moved to the UK, I studied graphic design and animation in Winnipeg, Manitoba, Canada. I worked as head of department on a cartoon TV series, operated cameras for broadcast TV, and helped develop a multimedia chat show TV pilot. As a graphic designer, I created content for the local film industry and was part of an award-winning web development team.

MY EXPERIENCE

Senior UAV Pilot	<i>Geocurve (Sept 2017 - Present)</i>
Owner / Drone Operator	<i>LoftyBot Aerial Images (Apr 2015 - June 2018)</i>
Camera Operator / VFX Artist	<i>Freelance (Aug 2013 - Apr 2015)</i>
Lead Roto Prep Artist	<i>Moving Picture Company (Feb - Aug 2013)</i>
Roto Prep Artist	<i>Moving Picture Company (Dec 2012 - Feb 2013)</i>
Paint and Roto Artist	<i>Framestore (Nov - Dec 2012)</i>
Roto Artist	<i>Double Negative (Jan - Oct 2012)</i>
VFX Artist	<i>Training, Freelance (Sep 2009 - Dec 2011)</i>
Lead Level Designer	<i>Endrant Studios (Apr 2008 - Aug 2009)</i>
Lead Level Designer	<i>Splash Damage (Jun 2002 - Mar 2008)</i>
