

Mark Fry

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Location: London, UK

about me

I am a Canadian-British dual citizen with a keen interest in photography, cinematography, and filmmaking.

Camera Drone Operator | Visual Effects Artist | Video Game Developer

Experience

Owner / Drone Operator --- LoftyBot Aerial Images (Apr 2015 – Present)

I fly camera drones to capture low altitude aerial shots with Permission for Aerial Work (PFAW) from the UK CAA.

Remotely Piloted Aircraft Systems (RPAS) Operator --- Training (Apr 2014 – Apr 2015)

- Gained the skills necessary to build, maintain, and fly multirotor camera drones
- Received the Remote Pilot Qualification (RPO-s) from Resource Group (drones 0-7Kg and 7-20Kg)

Camera Operator/AC --- Freelance (Dec 2013 – Apr 2015)

- B-Cam Operator and AC on corporate, music, and real estate video productions
- Remote Camera Operator for aerial drone and handheld shots using the Movi camera gimbal
- Ground Crew Assistant/Air Observer for aerial drone productions

Composer --- Independent Film (Aug – Dec 2013)

Indie film proof of concept: built 2D pipeline, composited CG into live action, prepped clean plates

Lead Roto Prep Artist --- Moving Picture Company (Feb – Aug 2013)

Worked with 2D supervisors on roto/prep briefs and quality checked shots on feature films:

- Red 2 (2013)
- The Monuments Men (2013)
- 300: Rise of an Empire (2014)
- Maleficent (2014)

Roto Prep Artist --- Moving Picture Company (Dec 2012 – Feb 2013)

Prep and paint work on feature films:

- 47 Ronin (2013)
- Red 2 (2013)
- The Lone Ranger (2013)
- World War Z (2013)

Paint and Roto Artist --- Framestore (Nov – Dec 2012)

Stereoscopic roto using Silhouette and Nuke on feature film '47 Ronin' (2013)

Roto Artist --- Double Negative (Jan – Oct 2012)

Roto and Prep for feature films using Dneg's proprietary tools and Nuke

- The Dark Knight Rises (2012) (Roto)
- Total Recall (2012) (Roto)
- Rush (2013) (Roto/Prep/Junior Comp)

VFX Artist --- Training (Sep 2009 – Dec 2011)

- Self-directed studies into photography, cinematography, filmmaking, and stereoscopy
- Online training courses in camera tracking, modelling, animation, texturing, lighting, and rendering

Experience (continued)

Lead Level Designer --- Endrant Studios (Apr 2008 – Aug 2009)

Head of department, environment and prop modelling, world building, lighting, scene optimisations

- Wolfenstein video game (PC, Xbox 360, PS3)

Lead Level Designer --- Splash Damage (Jun 2002 – Mar 2008)

Head of department, liaison for executive producers & outsource developers, environment and prop modelling, world building, lighting, scene optimisations, A.I. scripting

- Enemy Territory: Quake Wars (PC) (Lead Level Designer)
- Doom3 (PC) (Senior multiplayer Level Designer)
- Wolfenstein: Enemy Territory (PC) (Level Designer)

Graphic Artist --- Monument Production (Winnipeg) Limited (Mar - Apr 2002)

Created graphics to dress props and sets for TV movie 'Christmas Rush'

Graphic Designer/Web Developer --- Allmedia Inc. (Oct 2001 - Mar 2002)

Flash animation, graphic design, video shooting, and editing for a TV pilot

Level Designer --- Training (Mar 2001 - Oct 2001)

Real-time 3D video game level design theory and techniques using idTech3

Lead 2D Composer --- Digital Chameleon (Oct 2000 - Mar 2001)

Composited shots using ToonBoom USAnimation for animated TV series 'Treasure' (Cinar/BBC)

Camera Operator --- Videon Cable 11 (Jan 1999 - Sep 2000)

Operated broadcast cameras in a live television studio and on location

Graphic Designer/Web Developer --- Manlab Internet (May 1999 - Jul 2000)

Flash animation, graphic design, HTML, streaming video

Graphic Artist --- Axiom Entertainment-Canada Inc. (Jan 1999)

Created graphics to dress props for TV movie 'Life in a Day'

Vocational Training

Resource Group UAS (2014)

- "Remote Pilot Qualification – small (RPQ-s)" : Air Law, Air Safety, Aircraft Knowledge, Deployment Procedures, Map Reading , Meteorology

Applied Multimedia Training Center, Winnipeg (1997-1998)

- "3D & Special Effects Animator": Alias | Wavefront PowerAnimator, Softimage Eddie, IRIX on SGI O2 workstations
- "Multimedia Design and Communication": Photoshop, Premiere, Freehand, Director, Quark XPress, Infini-D, Mac