



MARCUS CANN

CG GENERALIST

I am a CG generalist specialising in modelling. Currently studying BA (Hons) 3D Animation and VFX at the University of Hertfordshire. Experienced in collaborative short films and live briefs with industry studios such as Electric Theatre Collective and Random 42

GDPR Statement - I give full consent for my CV to be kept on file and shared for employment purposes

CONTACT -

maruscann.com

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London

SOFTWARE SKILLS -

- Maya
- Zbrush
- Mari
- Substance Painter
- Houdini
- Nuke
- Blender
- Syntheyes
- Meshroom
- Unreal Engine

DISCIPLINES -

- Hard Surface & Organic Modelling
- Texturing
- LookDev
- Groom
- USD workflows
- Lighting

PROFESSIONAL SKILLS -

- Collaboration & Teamwork
- Communication
- Problem solving
- Organisational skills
- Feedback Responsiveness
- Time Management
- Adaptability
- Attention to detail

INTERESTS -

- Film
- Football
- Painting
- Photography
- Video Games
- Reading

PROJECTS

“Standby” - CG Creature in Live Action Short Film (Sep 2025 - May 2026)

Creature development | Modelling | Texturing | FACS | LookDev

Worked within a nine-person team to develop a full creature asset with underlying muscle and skeletal systems. Worked on FACS for facial animations, and contributed to look development and texturing to achieve cinematic realism

“Eye to Eye” - CG Toy Bear in Live Action Short Film (Jan - May 2025)

Modelling | Sculpting | Texturing | Groom | LookDev

Created hero asset for a live-action integration project. Focused on realistic surface detailing and patch texturing, while collaborating closely with the team to refine the asset through feedback sessions

Live Industry Briefs - Electric Theatre Collective, K9 Digital, Random42 (2024 - 2025)

Completed multiple studio-set Briefs, developing assets under professional feedback and improving technical precision, communication, and creative iteration within production-style environments

JOB EXPERIENCE

Mentorship with CG Asset Generalist, Untold Studios (2025 - Present)

Receiving ongoing feedback and guidance in asset development, lookDev, and industry workflows. Building insight into industry pipelines, quality standards, and career development as a CG artist

Swizzles Matlow Ltd - Work Experience, Ad Department (2023)

One-week placement supporting creative and media tasks. Gained exposure to production workflows and internal communication within a large internal brand

Petit Delice Coffee Shop - Barista (2022 - 2023)

Developed strong customer service multitasking skills in a fast-paced environment, strengthening time management, teamwork and communication.

EDUCATION

University of Hertfordshire - BA(Hons) 3D Animation and Visual Effects (Sep 2023 - Sep 2026)

Collaborated on group VFX projects focusing on modelling texturing assets. Completed live briefs set by industry studios, incorporating professional feedback to enhance workflow and quality

Sep 2016 - May 2023: St Ambrose College Sixth Form

A* Fine Art | A Design Technology

References available upon request