

CARR ENGINEERING, INC.
12500 CASTLEBRIDGE DRIVE HOUSTON, TX 77065-4532
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Curriculum Vitae for Mark Parker

Specialized Professional Competencies

- Unity and Unreal Development
- 3D Modeling
- 3D Animation
- Physics-Based Rendering
- Computer Programming
- VR/AR/MR Development
- Digital Sculpting
- Classroom Instruction
- Proficient with software including: Autodesk Maya, AutoCAD, Z-Brush, Substance Painter, Substance Designer, Adobe Photoshop, Adobe After Effects, Reality Capture, Unreal, and Visual Studio.

Professional Experience

- Carr Engineering, Inc., 2022 to Present
 - 3D Modeling and Animation Specialist
 - Analysis of motor vehicle collisions using scaled 3D models and physics-based animations.
- Houston Community College, 2020 to 2022
 - Adjunct Professor
 - Developed lesson plans and taught in both virtual and in-person learning environments.
- Sharpvision Software, 2020-2022
 - Gamification Programmer
 - Worked in a team environment to create virtual training materials for the Department of Defense.
- Fuel FX, Inc., 2018-2020
 - Gamification Programmer
 - Developed interactive applications for education, entertainment, and training environments.
- EdvenSoft Solutions, LLC. (Contract), 2016-2017
 - CAD Developer/Programmer
 - Code applications for Siemens NX using the NXOpen API (C#) to aid in design automation.
- Mustang Engineering, 2011 to 2014
 - Programmer/Process Piping Designer
 - CadWorx support for transition from 2D drawings to 3D piping and equipment modeling.
- UniversalPegasus, International, 2003-2011
 - Project Design Specialist
 - Provide design layout of mechanical and electrical requirements for gas metering stations.

Education

- Bachelor of Science, Computer Science, University of Houston, 2009-2013