

Mark Garwe

3D Artist/Animator



✉ paidagarwe100@gmail.com

☎ +263775850979

📍 30 Kopje Road

📅 10/10/1997

✳ @Mark_Garwe

📺 @level10crew

🌐 LANGUAGES

English ● ● ● ● ●

Shona ● ● ● ● ●

📄 PROFILE

I am a well seasoned self taught 3D Artist. I am flexible in most fields of the production animation pipelines. My biggest achievement is I have created two Kids' Shows, one of which is in its second season (refer to my Youtube @level10crew). I now have about 5 years experience in 3D Animation

📁 PROJECTS

Funky Eggs Game Show [🔗](#)

Educational Quiz Show for children aged 3-10 years

11/2022 – present

The project is a television show produced for NRTV. It is currently running in it's second season and growing in popularity. The project is a 3 man effort and I was involved in all aspects of the Workflow: concept art, modeling, environment design, texturing and final post production.

👛 PROFESSIONAL EXPERIENCE

NRTV channel 288 on DSTV [🔗](#)

3D Artist/Animator and Video Editor

11/2022 – present | Harare, Zimbabwe

I create Kids Animated programs for NRTV (Nkululeko Rusununguko Television). I have two Kids' shows my co-animator and I have created that are currently airing concurrently: Funky Eggs Game Show and The Roadsters. Available to view on DSTV channel 288 or on our Youtube @level10crew

Freelance [🔗](#)

3D Artist/Animator

2019 – present

Linked on my portfolio [🔗](#) is freelance work I have work on for various clients. I boast 5 years of satisfactory freelance work

🎓 EDUCATION

B.Sc (Hons) Informatics

National University of Science and Technology [🔗](#)

2017 – 2021 | Bulawayo, Zimbabwe

Informatics is a Computer Science Degree program that focuses on the innovating passing of information using digital mediums. With the visual data courses I underwent during this degree, It propelled me to pursue 3D animation as passing information creatively is my passion

🧠 SKILLS

Blender

My main software for 3D modeling, Environment creation and animation.

Davinci Resolve.

My main video editing software.

Efficient Workflow

Tackles given tasks with innovative, efficient and productive methodologies with good communication skills

Substance Painter

Main software for model texturing

🔗 REFERENCES

Brian Musuna, Executive Producer, NRTV

brian.musuna@nrtv.tv, +263 77 349 7262