

MARC STEINBERG
marc@fiberblast.com
www.fiberblast.com
(646) 912-2028

Hi, my name is Marc Steinberg and I am a Digital Artist, Editor and Animator by both vocation and love.

At age 14, I wrote video games with a Texas Instrument computer and was able to sell them for \$200 per game. This solidified my conviction to pursue a career with computers and computer art and effects. Around this same time I started working in the darkroom for Walker Advertising helping make one-sheets. Out of those influences I became a digital artist, animator, editor and software engineer.

I am California born and bred, but lived in New York 15 years to expand my knowledge of the digital world.

I was working at RGA (Robert Greenberg & Associates) when Greenberg decided to close down his broadcast/feature departments and just stick to internet work. The team from RGA then formed RhinoFX, which became Gravity some years later. In the interim I freelanced making commercials for Nasdaq and others, and began teaching at SVA. The class was called "thesis research in dynamic media" – which translated to – I taught whatever software I thought would best apply to making the students thesis. I taught After Effects, Final Cut, Photoshop, 3D tricks and film tricks and further developed my organization and social skills.

My goal has always been to make the best possible result in the fastest time possible. I am often complimented on my speed and precision.

When I first went to Rhino I was fortunate to work with cutting-edge directors who pushed the technology to the limit. I mastered editing, compositing and animation – resulting in the bulk of my work on the website. A few features as well – tech editor of Nanny Diaries, title work on Adjustment Bureau, and a design credit for I Love You Phillip Morris. I was also nominated for editing an "AT&T" spot.

I take every job seriously and see it through to the best possible result. I am currently the only 2D man at Gravity, outlasting 15 avid editors and dozens of flame and inferno artists – I've always said, "The little computer will always beat the big machines."

I have experience working alone and as a part of a team, and as team leader. I've had experience working for both large and small companies, production houses and agencies; producers and clients directly; big and small jobs – from the glamorous to the unknown. And, of course, lots of hours logged in sessions.

I love what I do and would jump at the opportunity to create for your company.

Sincerely,
Marc Steinberg

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Over 20 years of experience in advertising with print, 2D animation, editing and 3D graphics
Experience working with ad agencies and production studios
Intimate knowledge of computer art, animation and editing

I have hands on experience in all fields of advertising and am familiar with all the media for print, internet, broadcast and film. I have worked with clients on numerous brands and can translate concepts into a successful final product.

The brands I have worked with are: AT&T, Beeline, Blue Cross/Blue Shield, Crayola, Frontline, Dodge, Ford, Gillette, Hasbro, HEB, K-Mart, Kleenex, Krylon, Lincoln, Lugz, Macy's, Microsoft, Nike, Off!, Pipeline, PPL, ProAct, Safeway, Singulair, Time Warner Cable, Titleist, Tradestation, Universal Pictures, V-Tech, Vise-Grip, Walmart and others.

EXPERIENCE:

2001 – 2012: RHINOFX/GRAVITY – Post production facility

Production and design for scores of commercial jobs.

Duties include compositing, CG, animation, editing, pre-visualization and design.

Shaping of company through recruiting and in-house design.

1998 – 2004: SCHOOL of VISUAL ARTS – Accredited professional graduate school

Instructor for Adobe After Effects for 6 years plus weekend workshops.

Composed curriculum and final project assignments.

1999 – 2001: CATTLEGUPPY – Digital animation firm / Co-founder

Provided clients with animation for broadcast and digital media.

Worked with clients developing multimedia computer animation for broadcast advertising.

Completed broadcast spots for Nasdaq/AMEX as seen on CNN and other stations.

1999: ROBERT GREENBERG & ASSOCIATES – Award-winning special effects facility

for film and television. I worked on Michael Jordan's last Nike spot where I did a 3D "jump man logo" and composited a shot of Jordan.

I was project leader for Nike, GNC Sports Lab and Scott's.

I created graphic art for Pontiac, Dodge and GM animation.

1997 – 1999: MVBMS / EURO RSCG - One of the top five advertising agencies in New York.

Lead animator on several large commercial projects for broadcast.

Researched software and upgrades to allow greatest originality in output.

Extensive use of After Effects and Electric Image for broadcast and pitch assignments.

1991 – 1997: IMAGIC – Commercial art production house for all the major studios in Hollywood.

I created digital art and type for continuous tone transparencies and prints.

Animated in SoftImage making the Searchlight Pictures open title.

Supervised staff for Macintosh production department.