| **Don Marks**  **Senior Technical Artist** | [donaldcmarks@gmail.com](mailto:donaldcmarks@gmail.com)  [www.donmarkstechart.com](http://www.donmarkstechart.com)  (727) 220-7550 |
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**QUALIFICATION HIGHLIGHTS**

* Over 13 years of experience across video games, TV, simulation, and film production, with a focus on technical art and pipeline optimization.
* Proven leadership skills in managing and working collaboratively with diverse teams.
* Expertise in Shader Development (HLSL and CGPROGRAM), C#, Python, and JavaScript for developing art tools and enhancing game systems within Maya and Unity environments.
* Exceptional organizational and communication abilities, thriving under pressure and quick to learn new skills.
* Proficient in streamlining workflows, scripting with MEL, PyMEL, or Python, and improving asset performance and fidelity, aligning with modern technical art standards and processes.

**WORK EXPERIENCE**

| **Senior Tech Artist *-* Blizzard Entertainment** | **2022 - Present** |
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I’ve had the privilege of working closely with Blizzard’s skilled engineers and artists to optimize asset pipelines, develop shaders, and create rigging solutions that brought 'Warcraft Rumble' to life on mobile. Now that the game operates as a live service, I continue enhancing our asset creation and implementation workflows, ensuring high-quality visuals and performance, and assisting with asset creation whenever needed.

| **Lead Tech Animator *-* Jam City** | **2021 - 2022** |
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At Jam City, I led a team of animators and collaborated closely with Tech Art and Engineering to integrate rigged characters, particle effects, and shaders into our games. Leveraging my rigging and scripting expertise, I optimized workflows to accelerate iteration time and enhance visual quality. This cross-team collaboration ensured streamlined, high-quality assets, contributing significantly to the polish and performance of our projects.

| **Senior Tech Artist *-* Scientific Games** | **2019 - 2021** |
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At Scientific Games, I created and implemented assets for Unity-based slot games, including character models, rigs, animations, particle effects, shaders, and motion graphics to enhance player feedback. I also wrote C# scripts to synchronize these animations with server interactions in real-time, covering all stages from modeling and rigging to animation and rendering, ensuring seamless integration and an engaging player experience.

| **Art Director *-* Zapdot Inc.** | **2018 - 2019** |
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I worked closely with the Creative Director to ensure art assets consistently matched the project's vision and maintained high quality and cohesion. Alongside supervising teams of artists, animators, and designers from concept to launch, I took an active role in developing tools, refining pipelines, and optimizing workflows for mobile and PC projects. My focus was on enhancing efficiency and achieving top visual fidelity across all stages of production.

| **Animator/FX Artist *-* Disruptor Beam** | **2018** |
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At Disruptor Beam, I collaborated with Art Directors and Producers to elevate animations and effects for a smartphone game. I focused on self-driven development, optimizing visuals to perform within hardware limits and refining workflows to meet technical standards. My contributions streamlined the production pipeline, ensuring high asset quality and efficiency throughout development.

| **Animation Director + Animator/FX Artist *-* Sharecare Reality Labs** | **2017-2018** |
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I worked with the Art Director and Subject Matter Experts to optimize and maintain the animation pipeline for VR medical simulations. Leading a team of animators, I created technical storyboards and ensured efficient workflows throughout production. I also contributed directly to modeling, animation, particle effects, and custom shaders to meet high standards of visual fidelity and technical precision. My efforts focused on streamlining processes, reducing iteration time, and enhancing the overall quality of our simulations.

| **Lead Animator/Game Artist *-* Concept Gaming** | **2016-2017** |
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At Bardel Entertainment, I had the opportunity to work on **Rick and Morty**, delivering high-quality animation that matched the show’s unique style under tight production deadlines. Using Toon Boom Harmony, I contributed to the Emmy Award-winning series, ensuring consistency and excellence in every scene.

| **2D Character Animator *- Rick and Morty,* Bardel Entertainment** | **2016** |
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In this remote role, I delivered high-quality animated assets for online slot games, created art and game layouts, and proactively improved the production pipeline. I also collaborated with company leaders to brainstorm ideas for games and innovative game mechanics, contributing to engaging and polished final products.

| **Character Animator *- Archer,* Floyd County Productions** | **2013-2015** |
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At Floyd County Productions, I contributed to the Emmy Award-winning show **Archer** by rigging characters, setting up scene layouts, and delivering final animated shots for FX Network broadcasts. Beyond animation, I developed custom After Effects plugins and tools using JavaScript, inspired by the studio’s skilled toolmakers. My role focused on optimizing production workflows and accelerating pipelines to maintain efficient, high-quality output.

| **3D Artist/Animator *-* Merlin Mobility** | **2013** |
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At Merlin Mobility, I developed and animated models for Unity-based augmented reality applications on iOS and Android. My responsibilities included re-topologizing meshes, creating engaging AR effects, and optimizing workflows to ensure high performance and visual fidelity. I focused on refining the production pipeline to accelerate development while upholding technical standards across projects.

| **Lead 3D Artist *-* Sealund and Associates Corporation** | **2012-2013** |
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At Sealund, I led the 3D team, overseeing design briefs and budgets to deliver animations and illustrations on time and within budget. Working closely with the CEO and Project Manager, I enhanced the production pipeline, presenting it as an innovative training solution to clients. I also developed new characters, props, and environments, focusing on workflow optimization and asset performance improvements using Maya and Unity.

| **3D Character Animator *- Goat Story with Cheese,* Art and Animation Studio** | **2011-2012** |
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While based in Prague, I animated scenes for the 3D feature film **Goat Story with Cheese**. I created shots from scratch without initial blocking and polished pre-existing blocked shots to final completion, ensuring consistency and high-quality animation throughout.

| **Rendering + Compositing *- The Adventures of Kami and Big Bird,* Animatic Media** | **2011** |
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In this role, I handled rendering and compositing to add final visual polish for the 3D animated show **The Adventures of Kami and Big Bird**. I provided updated renders for weekly reviews and trained new compositing artists in the pipeline, ensuring consistent quality and workflow efficiency.

**SOFTWARE PROFICIENCIES**

| * Autodesk Maya * Autodesk 3DS Max * Adobe After Effects - with various plugins like Trapcode Suite and Element 3D * Adobe Illustrator * Adobe Photoshop * Unity - with several years experience creating real time FX and Animations | * Shaderforge + Amplify – Unity plugins for Shader Development * Javascript * C# * Toon Boom Pro Studio * Python * Pixologic Zbrush * + More |
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**EDUCATION**

| **University of Central Florida - Orlando, FL**  JAN 2008 - MAY 2011 | ***- Bachelor of Fine Arts: Animation Specialization*** |
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| **St. Petersburg College - St. Petersburg, FL**  JAN 2005 - MAY 206 | ***- High School Diploma and Associates Degree***  ***Simultaneously*** |
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