

Don Marks

Lead Animator

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(727) 220-7550

QUALIFICATION HIGHLIGHTS

- 11 Years Experience in Video Games, TV Broadcast, Simulation, and Film Production Pipelines
- Experience Leading Teams, Experience Working with Teams
- Professional experience in C# and JavaScript languages building art tools and game systems
- Highly Passionate Quick Learner with Great Organizational and Communication Skills
- Calm Under Pressure and Self-Driven

WORK EXPERIENCE

Lead Animator - Jam City

2021 - PRESENT

I lead a team of animators and work with the Tech Art and Engineering teams to bring rigged characters, particle and shader FX, character animations, and polish to Jam City's games. I lean heavily on my rigging and scripting experience to facilitate easier workflows for our teams and take joy in making our employees job's easier.

Senior Animator - Scientific Games

2019 - 2021

I worked under a Game Director creating and implementing assets for Scientific Games' Unity based slot games. These assets include pre-rendered and real-time character models, character rigs, character animations, particle effects, custom shaders, motion graphics, and player feedback animations. I also write C# code to drive the orchestration of said animations in real-time running off of underlying server code. My expertise within this role extends from character modeling to rigging, animation, rendering, animation state setup, and implementation for the games we produced.

Art Director - Zapdot Inc.

2018 - 2019

My direct supervisor in this role was the Creative Director of Zapdot. I helped shape the vision for the company's projects while ensuring the art assets' quality and cohesion with that vision. While supervising teams of artists, animators, and designers from concept to ship date, I also participated as a hands on production artist for our mobile and PC projects.

Animator/FX Artist - Disruptor Beam

2018

While at Disruptor Beam, I worked with the Art Directors/Producers to develop and/or improve upon animations and effects in our upcoming release of a smartphone game backed by a large publisher. It was largely self driven work with somewhat minimal check-ins with art direction to ensure visuals were on target and matched hardware limitations for targeted devices.

Animation Director + Animator/FX Artist - Sharecare Reality Labs

2017-2018

I worked with the Art Director and Subject Matter Experts to develop, improve upon, and maintain our animation process for our VR medical simulations and training at its highest efficiency. While managing a team of animators, I designed technical storyboards for new medical simulations, and executed in the production of and implemented said medical simulations in the VFX/Animator artist capacity when necessary. This work included modeling, animation, particle effects, and custom shaders.

Lead Animator/Game Artist - Concept Gaming

2016-2017

While working remotely in this role, I delivered top notch animated assets for online slot games. Additionally, I created art and game layouts, enhanced the production pipeline whenever possible, and brainstormed ideas with company leaders for games and game mechanics.

2D Character Animator - Rick and Morty, Bardel Entertainment

2016

During my time with Bardel Entertainment, I was lucky enough to work on Rick and Morty. I delivered high quality animation matching the show's style under tight production deadlines in Toon Boom Harmony for the Emmy Award Winning show.

Character Animator - Archer, Floyd County Productions

2013-2015

My time at Floyd County Productions working on Archer was a blast. I rigged characters, executed layout for scenes, and delivered final animated shots for broadcast of this Emmy Award Winning show on the FX Network. I also developed some After Effects plugins and tools using JavaScript while being heavily influenced by the talented toolmakers already in the studio.

Lead 3D Artist - Sealund and Associates Corporation

2012-2013

I wrote design briefs, budgeted hours for, and led the 3D team at Sealund. I also wrote scripts for content, worked closely with the CEO and Project Manager to deliver animations, illustrations, and concepts by deadline and under budget. I helped design a more advanced pipeline, helped Sealund market that pipeline to clients and business partners as a solution for their training needs. Lastly, I designed and modeled additional characters, props, and environments for existing platforms and products from Sealund.

3D Character Animator - Goat Story with Cheese, Art and Animation Studio

2011-2012

While living and working in Prague, I animated shots for the 3D feature film "Goat Story with Cheese". I animated shots with no blocking from scratch, as well as polished shots to completion from pre-existing blocking.

Rendering + Compositing - Sesame Street: The Adventures of Kami and Big Bird.

2011

Animatic Media

In this role I was responsible for rendering and compositing assets and applying final visual polish for the 3D animated television show "The Adventures of Kami and Big Bird". I provided updated renders for weekly reviews and trained new compositing artists on the pipeline.

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
- Spine
- Pixologic Zbrush
- + More

EDUCATION

University of Central Florida - Orlando, FL

JAN 2008 - MAY 2011

- Bachelor of Fine Arts: Animation Specialization

St. Petersburg College - St. Petersburg, FL

JAN 2005 - MAY 2006

- High School Diploma and Associates Degree Simultaneously

HONORS/AWARDS

- Animated for Emmy Winning show, *Rick and Morty*.
- Animated for Two Time Emmy Nominated/Emmy Winning show, *Archer*.
- Recognition of National Scholars Honor society and Dean's list member
- "Mocha Latte" college short film juried into Red Stick Animation Festival