

Don Marks

donaldcmarks@gmail.com

www.donmarksfxanim.com

(727) 220-7550

Senior Technical Artist

QUALIFICATION HIGHLIGHTS

- 13+ years of experience in game development, TV, simulation, and film, with a strong focus on real-time VFX, animation, and technical art.
- Expert in Unity's VFX pipeline, including Shuriken, shader development, mesh-based FX, and optimization for mobile platforms.
- Proficient in 2D/3D art creation using Photoshop, Maya, and ZBrush; experienced with flipbooks, sprite sheets, and stylized FX.
- Skilled in Shader Development (HLSL, CG, and Node Based), C#, Python, and PyMEL, building tools and solving performance challenges in Unity and Maya.
- Strong cross-discipline collaborator—working with designers, artists, and engineers to enhance visual storytelling and game features.
- Excellent problem-solving, communication, and iteration skills with a passion for polished, performant visuals on mobile platforms.

WORK EXPERIENCE

Senior Tech Artist – Blizzard Entertainment

2022 – Present

I work with engineers and artists at Blizzard to optimize pipelines, develop shaders, and create rigging solutions for Warcraft Rumble on PC and Mobile. I troubleshoot Unity and Maya challenges, ensuring assets meet performance benchmarks while maintaining the game's style. After it transitioned to live service, I refine workflows, automate processes, and optimize assets for better visuals and efficiency, while also enhancing rigging workflows for seamless character integration.

Lead Tech Animator – Jam City

2021 – 2022

Created and optimized VFX, character rigs, and shader-based effects for mobile titles in Unity. Collaborated closely with Tech Art and Engineering to resolve performance issues and implement scalable FX pipelines. Built tools in C# to streamline FX production, ensuring visuals remained consistent across game features.

Senior Tech Artist – Scientific Games

2019 – 2021

Developed and integrated slot game VFX, animations, and shaders using Unity, enhancing real-time visuals and sync performance. Optimized particle systems, character FX, and scene-based transitions for mobile play, and automated processes with C#.

Art Director – Zapdot Inc.

2018 – 2019

Directed teams of artists across mobile and PC projects with a hands-on role in VFX development, shader creation, and pipeline refinement. Helped define FX styles and implement polished, efficient effects consistent with the creative vision.

Animator/FX Artist – Disruptor Beam

2018

Delivered animated effects and asset-driven FX workflows for smartphone games. Collaborated with Art Directors and Producers to balance style with performance while building FX previews for prototypes.

Animation Director / Animator & FX Artist – Sharecare Reality Labs

2017 – 2018

Led FX and Animation development for VR medical simulations. Created shaders, VFX, and optimized rigging/animation workflows with Maya and Unity, emphasizing mobile VR performance and realism.

Lead Animator/Game Artist – Concept Gaming

2016 – 2017

Designed animated VFX assets for online games and improved FX pipeline flow remotely. Worked directly with leadership on creative gameplay concepts and stylized visual treatments.

2D Character Animator – Rick and Morty, Bardel Entertainment 2016

Animated stylized 2D sequences in Toon Boom Harmony for the Emmy Award-winning show. Met tight deadlines with high-quality, on-model shots in a fast-paced production environment.

Character Animator – Archer, Floyd County Productions 2013 – 2015

Animated and rigged 2D characters and scenes in After Effects for the Emmy Award-winning series Archer. Developed custom FX plugins in JavaScript to improve animation workflows and compositing.

3D Artist/Animator – Merlin Mobility 2013

Created AR effects and optimized models for Unity-based iOS/Android apps, including shader and animation implementation. Streamlined mesh retopology and asset performance for efficient mobile deployment.

Lead 3D Artist – Sealund and Associates Corporation 2012 – 2013

Directed a 3D team for training simulations, delivering animation, FX, and illustrations using Unity and Maya. Enhanced FX pipelines to meet visual fidelity and real-time playback across platforms.

3D Character Animator – Goat Story with Cheese 2011 – 2012

Animated sequences for a 3D feature film, balancing stylized movement with production consistency. Worked on final polish animation to bring shots to completion.

Rendering + Compositing – The Adventures of Kami and Big Bird 2011

Managed rendering and compositing for a 3D children’s series. Provided technical mentorship and maintained FX consistency in final output.

SOFTWARE PROFICIENCIES

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