



# MARC DAMON OLIVER

Through my career in the Animation industry, I discovered a passion for problem-solving which lead to me transition into game development. It was in this line of work that I nurtered my technical talents and was driven by a desire to automate tasks, making functions more efficient. This shift allowed me to persue and grow in coding. Now, I am eager to leverage my skills and embrace the challenges of a new career path, focusing on further development.

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## Personal

**Name:** Marc Damon Oliver  
**Birthday:** 1 February 1993  
**Marital Status:** Married  
**Nationality:** South African

## References

**Flying Circus:**  
**Andre:** 0731226347

**The Boiler Room:**  
**Mark Hocker:** 0113262619/0827757447

**Egamea:**  
**Jake Telestio:** 0824123540 / 0212762308

**Triggerfish (Lighting Supervisor):**  
**Mike Buckland:** +27 21 713 4008  
**Andrew Wilkins:** wilkins.andrew0@gmail.com

**Sunrise (CEO):**  
jacqui@sunrise.co.za

## Links:

<https://vimeo.com/703336163>  
 <https://vimeo.com/1084554315>  
 [www.linkedin.com/in/marc-damon-oliver](http://www.linkedin.com/in/marc-damon-oliver)  
 <https://github.com/md-oliver>

## Work Experience

### Sunrise Animation Studios

*Lighting Artist / Compositing Artist*

May 2022 - Mar 2025

- Work within team environment delivering on assigned tasks within a required deadline
- Lighting 3D models in a still environment to deliver high quality renders for a feature film
- Bring all renders together to deliver the final product

### Triggerfish Animation Studios

*Texture Artist / Finaling Artist / Lighting Artist*

Apr 2019 - Mar 2021

- Work with concept artists to texture the look and feel of 3D models for feature fim
- Work within a pipeline and deliver assigned tasks on a tight deadline
- Work with senior artists to create different mood lighting effects within different scene environments for feature film
- Scene optimization to deliver better pipeline integration
- Work within team environment delivering on assigned tasks to bring the project to a quality finish

### Appy Studios

*Texture Artist/3D Modeling/Lighting Artist*

Nov 2021 - Apr 2022

- Work together with other artists to concept and texture the look and feel of 3D models
- Research real-world designs to implement in potentially new 3D Assets
- Scene optimization and testing to deliver better pipeline integration
- Work within team environment delivering on assigned tasks within a required deadline
- Lighting 3D models in a still environment to deliver high quality renders for NFT market

### Egamea

*Junior C# Developer*

Sep 2017 - Mar 2018

- Collaborate in team-based environment with version control
- Collaborate with senior game developers to deliver on clients vision
- Game testing and optimization
- Create and develop working UI and to deliver a better user experience
- Work closely with the design team to develop working 3D models within the game environment using the Unity game engine

### The Boiler Room Productions

*3D Artist / Junior C# Developer*

Mar 2018 - Apr 2019  
Apr 2017 - Sep 2017

- Work and optimize Computer Aided Design (CAD) models for use in game development
- Create 3D models as required for use in game development
- Collaborate in team-based environment with version control
- Design and code working game concepts for use in VR and game simulations for clients using Unity Game engine and C# language
- Game debugging/testing and optimization

### The Flying Circus

*Junior Lighting Artist:*

Mar 2015 - Apr 2017

- Create quality 3D models for tv series and a feature film
- Create realistic and artistic properties with textures for 3D models
- Work within a pipeline and deliver assigned tasks on a tight deadline
- Work closely within a team to develop the mood lighting for a tv series and feature film
- Colaborate with Senior artists to develop and deliver on Director/ Producer ideas and concepts

## Education

**Software Development**  
(Part Time Course) CTU Durban, NQF 5  
**Programming Foundation (FQPT)**  
(Part Time Course) CTU Roodepoort Campus, NQF 4  
**Diploma in Digital Animation**  
The Animation School, Woodstock, Cape Town  
**National Senior Certificate**  
West Ridge High School, Roodepoort, JHB