



MARC DAMON OLIVER

Through my career in the Animation industry, I discovered a passion for problem-solving, which led me to transition into game development. It was in this line of work that I nurtured my technical talents and was driven by a desire to automate tasks, making my work more efficient. This shift allowed me to pursue 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

<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 film
- 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
- Collaborate 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, South Africa

National Senior Certificate
West Ridge High School, Roodepoort, Johannesburg. South Africa