Marc Damon Oliver

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Personal

Name: Marc Damon Oliver

Birthday: 1 Feb 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:
Mike Buckland: +27 21 713 4008
Andrew Wilkins: wilkins.andrew0@gmail.com
(Lighting Supervisor)

Links

v https://vimeo.com/703336163

https://vimeo.com/1084554315

in www.linkedin.com/in/marc-damon-oliver

Profile

I am a 3D Artist with a strong focus on 3D Lighting. I have a demonstrated history of working in the broadcast media industry, as well as in the film industry. I have a Diploma in Digital Arts from The Animation School (Cape Town). I am skilled in Maya, Arnold, 3D Coat and Blender among others.
I enjoy the technical aspects of scripting and problem solving, as well as the artistic aspects, namely modeling, texturing and lighting. I am a fast learner and willing to push my abilities to learn and grow with every project. I'd like to continue growing to be the best artist I can be, but to also become a valuable asset within any team.

Work Experience

Mar 2015 - Apr 2017
The Flying Circus
Junior Lighting Artist:

- 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

Apr 2017 - Sep 2017
May 2018 - April 2019
The Boiler Room Productions
3D Artist / Junior C# Developer

- 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 debuging/testing and optimization

Sep 2017 - Mar 2018
Egamea
Junior C# Developer

- 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

April 2019 - March 2021
Triggerfish Animation Studios
Texture Artist/Finaling Artist/Lighting Artist

- 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

Nov 2021 - April 2022
Appy Studios
Texture Artist/3D Modeling/Lighting Artist

- 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

May 2022 - March 2025
Sunrise Animation Studios
Lighting Artist/Compositing Artist

- 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

Education

2023-2024 **Software Development**
(Part Time Course) CTU Durban, NQF 5

2022 **Programming Foundation (FQPT)**
(Part Time Course) CTU Roodepoort Campus, NQF 4

2014 **Diploma in Digital Animation**
The Animation School, Woodstock, Cape Town

2011 **National Senior Certificate**
West Ridge High School, Roodepoort, JHB

Software (3D)

Unity	Blender	3D Coat	Maya	Renderman	Arnold	Substance Designer	Substance Painter	Photoshop
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