

DAVID J. MARKS

Sr. Product Manager -- *Graphics Platforms, Pipelines, and Tools*
San Francisco Bay Area

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August 10, 2025

Dear Graphics Industry Professional,

I'm attending SIGGRAPH 2025 in Vancouver and would welcome the opportunity to discuss technical product management roles with your organization. I'm actively seeking full-time employment and contract/consulting opportunities in the San Francisco Bay Area or remotely.

I'm particularly interested in roles involving:

- **Technical Product Management** for graphics software/hardware platforms
- **Strategic Planning** to balance sustaining development and emerging technologies like generative AI, digital twins, and real-time rendering
- **Customer Success** in creative workflows and tool adoption

With nearly three decades of leadership experience at graphics pioneers including NVIDIA, Imagination Technologies, and Autodesk, I bring proven expertise in the full software development lifecycle. In addition to Agile product management, strategic planning, quality engineering, and VFX production pipelines, my background spans the technical depth of graphics engineering, emerging technologies like generative AI, and the strategic vision needed to bring innovative products to market.

As a hands-on leader with deep knowledge of DCC tools, 3D workflows, and modern development practices (CI/CD, Agile), I excel at bridging the gap between engineering teams and market needs. I'm outcome-driven, passionate about graphics innovation, and committed to delivering products that exceed user expectations.

I'm available for meetings throughout the SIGGRAPH conference this week, or we can connect by phone/video after the event at 650.766.4487. I'd love to learn about your current challenges and explore how my experience can contribute to your team's success.

Thank you for your time and consideration. I look forward to speaking with you soon.

Sincerely,

David Marks

Enclosure: Resume

DAVID J. MARKS

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Sr. Product Manager with extensive technical leadership experience at pioneering graphics companies including NVIDIA, Imagination Technologies, and Autodesk. Develops strategic roadmaps for complex graphics platform modernization while ensuring successful on-time delivery across multiple interconnected product teams.

KEY STRENGTHS

Product Development: Transforms legacy graphics infrastructure while honoring established workflows for industry-standard tools (AutoCAD, Revit, Inventor, 3ds Max). Orchestrates roadmaps and tactical execution across global scrum teams of 20+ engineers, balancing immediate product needs against long-term architectural vision while negotiating competing requirements across multiple stakeholder organizations.

Customer-Centric Approach: Collaborates with multiple product teams and business units to define and maintain quality standards to ensure users love the product. Proven track record of nurturing technical communities, support forums, beta programs, and user advisory boards to translate real customer feedback into product improvements.

Strategic Communication: Translates complex engineering challenges into clear stories for any audience. Sets meaningful goals backed by data, not wishful thinking. Offers strong opinions earned through decades of hands-on experience across CAD, Visualization, VFX, Generative AI, and enterprise software.

LEADERSHIP STYLE

Serves teams by creating environments where people feel safe to take risks and are genuinely motivated to succeed. Makes decisions by listening to multiple perspectives, then backs them with data and meaningful success metrics. Communicates complex technical challenges through clear stories that any audience can understand. Keeps processes lightweight and adaptable, focused on delivering real value rather than following bureaucracy. Approaches problems with relentless curiosity and decades of hands-on experience, always looking to elevate what the team can accomplish together.

WORK HISTORY

Autodesk, Inc., San Francisco, CA

2017 – June 2024

Product Manager | Senior Product Owner | Customer Success Engineer

- Prioritized roadmaps and backlogs for several teams and feature tracks. This enabled delivery of new graphics platform infrastructure and enhancement of existing components for multiple environments.
- Implemented LUMA planning framework that resolved stakeholder conflicts and enabled concurrent value delivery across multiple overlapping work streams.
- Directed teams to develop graphics infrastructure with DirectX12, WebGPU, Vulkan, and Metal atop open standards such as OpenUSD, Hydra, and MaterialX for desktop, web, and mobile devices. Coordinated public releases of these extensions as open source and earned community recognition for the team and company.
- Successfully drove release of Aurora path tracer as Inventor feature and open source Hydra reference renderer.
- Triaged, prioritized, and escalated platform API issues from major accounts to be resolved by the engineering team. This unblocked critical deployments and boosted customer satisfaction scores.
- Directed refactoring of JavaScript LMV libraries, resulting in product viability extended for at least 5 years.
- See also Discreet (Autodesk EMS) below: 1996 – 2005.

NVIDIA Corporation, Santa Clara, CA

2015 – 2017

Senior QA Engineer, Product Workflow Specialist

- Systematically tested GPU (Cuda)-accelerated, physically-based Iray rendering plugins for 3ds Max and other DCC tools. Provided strong workflow-based focus and delivered positive customer experiences.
- Built a community of expert users to validate beta builds. Leveraging their diverse feedback resulted in quality improvements and several successful commercial releases of Iray and Mental Ray renderers.

Imagination Technologies, San Francisco, CA

2011 – 2015

Senior QA Engineer

- Tested multiple layers of disruptive rendering innovations during all stages of development -- the Brazil SDK and the Caustic Visualizers for 3ds Max and Maya, running atop OpenRL and the Caustic Series2 raytracing acceleration hardware. This enabled several teams to work in parallel and maintain functional compatibility.
- Tested and released Visualizer for SketchUp during all stages from ideation to product launch. Later completed the product transition from paid v1.2 to freeware v1.3 to support changing corporate strategy.

ADDITIONAL RELEVANT EXPERIENCE

Mental Images, Inc. (Division of Nvidia Corp.), San Francisco, CA

QA Manager, Lead QA Engineer

- Tested MetaSL shading language, MentalMill API, MentalMill IDE UI.
- Built automated API test framework using SilkTest and Boost:Python wrapper

Frantic Films (now AWS Thinkbox Software), Los Angeles, CA

QA/Beta Program Manager | 3D Artist, Web Developer

- Tested Krakatoa particle rendering, Deadline render manager, Amaretto/Gelato renderer, Flood fluids.
- Provided VFX for Superman Returns.

Discreet (now EMS division of Autodesk, Inc.), San Francisco, CA

Beta Program Manager | Software QA Lead, Web Developer

- Led 3ds Max beta program and User Advisory Board, built custom CMS and web portal.
- Maintained labs for competitive analysis, multi-platform hardware compatibility, video production

Various employers

CAD, Civil/Survey Technician, 3D Visualization Specialist

- Drove CAD adoption, created visualization team
- Founded and ran local CAD and 3d Studio Users' Groups.

TECHNICAL TOOLS AND SKILLS

3D and Design: Hydra | USD | 3ds Max | Maya | AutoCAD | Inventor | Fusion | SketchUp | Photoshop | *others*

Generative AI: Copilot | Claude | ChatGPT | Topaz AI | Firefly | ComfyUI | Stable Diffusion

Scripting and Programming: Python | bash | MEL | MAXScript | C++ | SQL | PHP | HTML/CSS/DOM/JS

Developer Tools: Visual Studio | Git | Jenkins | XCode | Eclipse | Jupyter | Postman | Wireshark | SilkTest

Operating Systems and IT Tools: Windows | OSX | Linux | VMWare | VirtualBox | AWS

Project Management: Productboard | SmartSheet | Confluence | Jira | Mural | Slack | Office

EDUCATION

University of Connecticut, School of Engineering, Storrs, CT

Courses toward a Bachelor of Science (BS), Computer Science | Civil Engineering

H. C. Wilcox Reg. Vocational-Technical School, Meriden, CT

Special training in Drafting - Salutatorian (Graduated 2nd of 191 students)

PROFESSIONAL DEVELOPMENT

Conferences: SIGGRAPH (*17 of past 25 years*), GDC, NVIDIA GTC, NAB, PyCon, Maker Faire

Training: Leadership programs, LUMA certification, Python, C++, Linear Algebra

Memberships: ACM SIGGRAPH, Long Now Foundation

PERSONAL INTERESTS

Enjoys cinema, photography, gourmet cooking, competitive bowling, playing piano and synthesizers, live concerts and theater, Japanese Taiko drumming, Stoic philosophy, collecting special-edition books, reading, gaming, restoring and preserving vintage pinball and arcade machines, being a Maker, and traveling with wife, daughters, and grandson.

PROFESSIONAL REFERENCES

Available upon request.