

DAVID J. MARKS

Agile Program Management and Customer Success: Graphics Platforms, Pipelines, and Tools
San Francisco Bay Area

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Dear Fellow Graphics Professional,

I have been attending SIGGRAPH since 1994. Over the years it has become an annual tradition reconnecting with longtime friends and colleagues, as well as meeting new ones who share the same passion for the craft. Computer graphics in design, engineering, and entertainment has been my focus for three decades. Nineteen conferences and countless collaborations later, the curiosity has not faded.

I am currently available for new opportunities. My background spans quality engineering, product ownership, and program management across graphics platforms at Autodesk, NVIDIA, and Imagination Technologies, with a through-line of customer advocacy and systems thinking that has carried me across all three disciplines. I immerse myself in the products I work on and the communities that depend on them, which is why colleagues from projects going back decades are still close to me today.

If you are building graphics platforms, creative tools, generative AI, or spatial computing environments, let's have a conversation about how I can help bridge the gaps in delivering quality experiences to your customers. I am always glad to connect at the show or afterward.

Sincerely,
David J. Marks
Enclosure: Resume

DAVID J. MARKS

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GRAPHICS AND PLATFORM PROGRAM LEADERSHIP

My mission is to immerse myself fully in the products we build, and in the real challenges faced by the developers and end-users who depend on them. I bring my authentic self to work, earning the trust of my peers and user communities in ways that often outlast the projects we shared. Curiosity and continuous learning bring excitement to my work, and I create the conditions where teams can build the right thing and build it well. I thrive on untangling complex systems and synthesizing clear, unambiguous requirements from scattered and conflicting input. I help expose the unknown unknowns and fill the gaps so my peers can stay focused on their own specialties. I evolve a clear vision together with my team, and once we land on it, I stand firmly behind it.

PROFESSIONAL EXPERIENCE

Autodesk, Inc., San Francisco, CA

2017 – June 2024

Product Manager | Senior Product Owner | Customer Success Engineer

- Directed teams developing complex modern graphics platform built on DirectX12, WebGPU, Vulkan, and Metal, refactoring core infrastructure across multiple legacy and new products for desktop, web, and mobile devices.
- As certified LUMA Practitioner, implemented planning framework for discovery and design: mapping problem spaces, surfacing unknowns, and sequencing competing architectural approaches before committing resources.
- Orchestrated roadmaps for platform components serving six products across three divisions. Led global teams of 20+ engineers developing solutions addressing competing priorities and varying delivery cadences, while keeping quality and long-term flexibility as foundational principles.
- Drove adoption of OpenUSD and MaterialX open standards for seamless interoperability. Led zero-to-one release of the Aurora renderer as both commercial Inventor feature and the first open-source Hydra reference path tracer.
- Triaged web viewing platform issues from enterprise accounts directly with engineering leadership, translating customer workflow problems into roadmap priorities and new solutions.

NVIDIA Corporation, Santa Clara, CA

2015 – 2017

Senior QA Engineer, Product Workflow Specialist

- Built and ran a beta community of expert technical artists at architectural visualization and product design firms, VFX and AAA game studios - operating it as an extended program team for Iray and Mental Ray renderers.
- Served as the technical liaison translating community feedback into structured test scenarios and roadmap input, contributing to quality improvements across multiple commercial releases.
- Validated GPU (CUDA)-accelerated hardware with plugins across multiple DCC tools and cloud solutions ensuring rendering accuracy and near-real-time performance.
- Represented the Iray and Mental Ray product lines at SIGGRAPH and NVIDIA GTC, engaging developers and technical artists directly on the show floor.

Imagination Technologies, San Francisco, CA

2011 – 2015

Senior QA Engineer

- Following Imagination's acquisition of Caustic Graphics, validated a disruptive four-layer ray tracing stack from custom silicon through DCC plugins, maintaining cross-layer functional compatibility as independent teams developed each component concurrently.
- Engaged customers continuously from alpha advisory through beta and commercial release, gathering visualization workflow requirements and translating them into test scenarios across 3ds Max, Maya, and SketchUp Visualizer plugins.
- Owned quality and release targets for SketchUp Visualizer from ideation through launch, then was retained through a team reduction to lead the transition from paid to freemium as Imagination exited the software business.

ADDITIONAL RELEVANT EXPERIENCE

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

QA Manager, Lead QA Engineer

- Validated MetaSL shading language and graph-based MentalMill shader authoring tools and API enabling performant and physically-accurate material simulation.
- Built automated API test framework using C++, Python, and SilkTest as foundation for continuous validation.

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

QA/Beta Program Manager | 3D Artist

- Tested Krakatoa particle rendering, Flood fluid simulation, and Deadline render farm management used by VFX studios and game cinematics teams.
- Contributed VFX work to Superman Returns feature film including digital set extension and compositing.

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

Beta Program Manager | Software QA Lead, Web Developer

- Led 3ds Max beta program serving hundreds of independent artists and enterprise customers at major studios.
- Built User Advisory Board for gathering direct workflow input from power users across game development, VFX, and visualization markets.
- Developed and deployed custom CMS and beta web portal serving several confidential projects.
- Managed competitive analysis labs for testing workflows across multiple platforms.

Earlier Career - Various employers

CAD, Civil/Survey Technician, 3D Visualization Specialist

- Established digital twins and simulation workflows that validated designs and reduced costly physical prototyping and installation errors in multi-million dollar manufacturing facilities.
- Founded and led local CAD and 3D Studio user groups, building technical communities and knowledge-sharing networks before online forums became commonplace.

TECHNICAL TOOLS AND SKILLS

Program Management: Jira | Confluence | Productboard | LUMA | Agile/Scrum

Graphics: GPU Acceleration | Real-Time Rendering | Physically-Based Rendering

Design & Content Tools: 3ds Max | Maya | SketchUp | Photoshop | AutoCAD | Inventor

Platform & SDKs: Linux | Windows | MacOS | OpenUSD | Hydra | MaterialX | DirectX12 | Vulkan | Metal | WebGPU

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

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

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

EDUCATION

University of Connecticut, School of Engineering, Storrs, CT

Coursework 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 (19x since 1994), GDC, NVIDIA GTC, Autodesk University, NAB, PyCon, Maker Faire

Training programs: Corporate leadership, LUMA certification, Python, C++, Linear Algebra

Memberships: ACM SIGGRAPH, Long Now Foundation