

Marko Mandaric — Creative Technologist | Visual Development

Southern California

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LinkedIn: <https://www.linkedin.com/in/markomandaric>

Creative Portfolio: <https://www.youtube.com/@reallygoodvfx>

IMDb: <https://www.imdb.com/name/nm5443866/>

Bmmpr on CBS: <https://youtube.com/watch?v=JxB-k-XnW3s>

Sense for TV: <https://share.icloud.com/photos/013-5jJOWmj6nVwWLtrzpvaA>

Professional Summary

Creative technologist, AI artist, and systems builder with 15+ years of experience across visual development, VFX, generative AI, computer vision, machine learning, and production pipeline design. Proven ability to design and refine **node-based generative workflows in ComfyUI**, integrate open-source and custom-trained models into creative pipelines, and translate artistic direction into scalable technical systems. Combines strong aesthetic judgment with deep technical fluency in **Python, C/C++, JavaScript, TensorFlow/Keras, embedded systems, and ML/CV workflows**. Experienced collaborating with artists, engineers, TDs, and creative leads to build production-ready tools, workflows, and assets in highly iterative environments.

Core Strengths

- ComfyUI Workflow Design, Optimization & Documentation
 - Generative AI for Image, Video & Visual Development
 - Custom LoRAs, Embeddings, ControlNets & Model Fine-Tuning
 - Open-Source Model Integration (including QWEN, FLUX, WAN, CyberXL)
 - AI-Assisted Shot Production, Look Development & R&D
 - Python for Workflow Automation, Pipeline Tooling & Integration
 - Computer Vision, Machine Learning & TensorFlow / Keras
 - Creative Pipeline Development Across AI, CG & Production Teams
 - Visual Storytelling, Motion Sensibility & High-End Craft Standards
 - Cross-Functional Collaboration with Artists, TDs, Engineers & Stakeholders
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Selected Relevant Experience

AI / Creative Technology Lead

Bmmpr — San Francisco, CA

2015 – 2024

- Designed and shipped AI-enabled creative and technical systems spanning **machine learning, computer vision, sensor data modeling, embedded platforms, and cloud-connected products**.
- Built and refined **node-based generative workflows** to support high-quality visual development outputs, balancing creative goals, reproducibility, and technical constraints.
- Created a **sizzle video pipeline in ComfyUI using QWEN**, demonstrating hands-on experience using node-based systems for production-oriented visual content generation.
- Developed **AI headshot generation workflows using CyberXL and a custom-trained LoRA** built from a personally curated dataset, demonstrating practical experience in dataset curation, training supervision, and stylistic consistency.
- Built **Keras models in TensorFlow** and worked on ML systems involving real-world sensor data, strengthening a long-standing technical foundation in applied AI beyond image generation.
- Regularly iterated prompts, parameters, model combinations, and workflow structures to improve fidelity, consistency, and production usefulness of outputs.
- Designed reusable systems and documented processes so workflows could be understood, extended, and used by collaborators with different technical backgrounds.
- Worked across product, engineering, and creative problem spaces, bringing a systems mindset to fast-moving, ambiguous projects.

VFX Engineer / Owner

THMGRP — Los Angeles / San Diego, CA

2004 – 2018

- Directed and executed technically demanding visual work across film, brand, and digital projects, including high-profile productions such as *Avengers (2012)*.
- Built and led multidisciplinary teams, balancing creative intent, technical execution, budget, and delivery timelines.
- Developed cloud-based rendering and workflow systems to improve scale, reliability, and efficiency in VFX production environments.
- Worked closely with filmmakers, production teams, and creative stakeholders to align visual output with campaign and story goals.
- Developed a strong foundation in high-end visual craft, iterative production, and the communication required to move ideas from concept to final output.

Technical Skills

Generative AI / Visual Tools: ComfyUI, open-source diffusion and video models, LoRA workflows, prompt iteration, image-to-image / image-to-video concepts, upscaling workflows

Programming / Technical: Python, C, C++, JavaScript, TensorFlow, Keras, shell scripting

ML / CV: Computer vision, model evaluation, sensor-data ML systems, applied AI workflows

Creative / CG / Pipeline: Adobe Creative Suite, Nuke, Maya, V-Ray, Autodesk tools, workflow design, asset libraries, production documentation

Systems / Infrastructure: AWS, cloud-based pipelines, GitHub, GitLab, JIRA, Confluence

Additional Value for This Role

- Comfortable working as the bridge between **creative teams and technical stakeholders**, translating artistic goals into practical workflow systems.
 - Strong track record of **self-directed R&D**, rapid learning, and integrating new tools into production contexts.
 - Experienced building systems that are not just technically interesting, but **usable, repeatable, and supportable** by teams.
 - Brings a rare combination of **production art sensibility, ML/CV depth, workflow engineering, and hands-on experimentation**.
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Education

California Polytechnic State University, San Luis Obispo

Coursework in Mathematics & Physics

Awards & Recognition

CES Innovation Award Honoree (2020)

Recognized by the Consumer Technology Association for innovation in connected hardware and intelligent systems.

Patents

US10580278B2 — Multipurpose event detection sensor and payload alert system

US10115281B2 — Multipurpose event detection sensor and payload alert system

ATS / Search Keywords

Creative Technologist, Visual Development, ComfyUI, Generative AI, AI Artist, Workflow Development, Custom LoRA, ControlNet, Python, Computer Vision, Machine Learning, TensorFlow, Keras, Creative Pipeline, VFX, AI R&D, Node-Based Workflow Design