

Jason R Martin

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Objective: To utilize my skills related to 3d modeling to effectively contribute to goals; to meet and exceed company expectations.

Work Experience:

- **Icarus Studios** **June 2011- Present (Contractor: Full-time)**

Title: **Unannounced MMO-** Art Creation: October 2011- Present

Responsibilities- Environment Artist:

Creating exterior environments using proprietary tools for world building and eco-system development- Created/edited all necessary textures and objects used for ground, grass, brush and trees; assigning custom land displacements and corresponding vegetation types to playable areas in game; modeling, texturing and placing prop assets for use in exterior environments.

Title: **Unannounced Facebook App-** Art Creation: June 2011 - October 2011

Responsibilities- Lead Environment Artist:

Supervision of outsourced art assets for game- Reviewing, critiquing, editing and finalizing building assets for final renders; maintaining communication with outsourced art team and management staff through duration of project via weekly meetings, emailing, instant messaging, and wiki entries; worked with Art Director to develop and streamline workflow and reviews for outsourced artists; modeled and textured any additional props and building assets needed.

- **Icarus Studios** **October 2010 – June 2011 (Contractor: Per-Piece work)**

Title: **HeroClix Sculpts and Game Assets**

Responsibilities- 3D Artist

Creating high and low poly characters for game assets and 3D printing; creating diffuse and normal maps for characters; Communication with 3rd party for quality assurance in pipeline

Professional Skills - 3D Modeling:

- Efficient in high and low poly modeling, specializing in Props and Environments
- Efficient with budgeting geometry and optimization
- Experienced with UV mapping and creating all bitmap types for use in video games

Proficient Using: 3DS Max (2010 or earlier), Adobe Photoshop, ZBrush 4.0, CrazyBump
Knowledge of: Autodesk Maya, Adobe Illustrator, Flash, After Effects, Dreamweaver, MS Office Suite, Open Office