Jason R Martin | 3D Artist

www.jasonrmartin.com

Objective

To lend my skills and experience as a 3D Artist to a talented team of developers; to successfully complete projects and achieve company goals

Experience

MFV.com dba Icarus Studios - Cary, NC   **July 2007 - April 2014**

Virtual Stores - Environment Artist:
- Working with Art Director to achieve design aesthetics according to clients' specifications
- Creating and editing environments and prop assets
- Compiling 3D store environments in Unity game engine
- Creating and editing custom textures and manipulating material shaders
- Working with programmers to implement and preserve art asset UI functionality
- Creating and editing particle systems for visual effects
- Lighting environments
- Optimizing art assets to increase performance

TabApp Elite - Lead Environment\Level Artist:
- Working closely with Art Director, Design and Programming teams to establish aesthetic and functionality for game levels and props.
- Brainstorming and establishing conceptual designs for game levels
- Advising and supervising work of contract artist for props and level assets
- Creating modular environment assets and prefabs for level construction within Unity
- Working individually and collaborating with other artists for level design and population
- Creating custom textures and editing material shaders
- Animating interactive props and environment assets
- Lighting levels- generating lightmaps
- Optimizing textures and environment assets
- Troubleshooting and bug fixes for all level and environment related issues for game

HeroClix Figures- 3D Modeler\Sculptor:
- Making corrections to existing high-poly figure sculpts using ZBrush
- Modifing sculpts according to licensing and factory specifications
- Converting high-poly sculpts to low-poly assets for games
- Modeling character figures according to reference images and client feedback
- Preparing high-poly sculpts for 3D printing
- Converting high-poly sculpts to low-poly assets for game

HeroClix Online - Environment Artist:
- Creating modular sets and prop assets for game level
- Compiling modular tile pieces and props for level design using Icarus proprietary tools
- Working with designers to maintain established visual continuity

Guilford Technical Community College - High Point, NC   **Spring Semester 2013**

Adjunct Instructor SGD 111 and 112- Intro to 3D Modeling for Games
- Creating curriculum related to 3D modeling using 3DS Max software
- Teaching students the fundamentals of 3D Art and Design relevant to the Gaming Industry
- Designing challenging assignments, tests and tutorials for students

Credited Work

MOCK.com — Broswer-based 3D stores for web and mobile devices

TabApp ELITE — Mobile App available for iPad and Android mobile devices

TabApp — Mobile App available for iPad

HeroClix ONLINE — An online multiplayer game for PC

DEXTER THE GAME — Mobile App for iTouch

FALLEN EARTH — MMO available for PC and Mac

Skills

- Expert User of 3DS Max and Adobe Photoshop CS and CC series
- Proficient in following software:
  Unity3D, ZBrush, Illustrator, After Effects and Perforce
- Experience with art pipeline for creating high and low poly assets for games, cinematics. etc.
- Experience with creating custom bitmaps for textures and shaders using projection techniques
- Experience with rigging models for animation
- Adapt quickly to new workflow implementations and software features
- Work effectively in group setting