

Jason Martin

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RESUME

Career Objective

Further my career as a 3d character/texture artist
Work with highly motivated team to share and grow with

WORK EXPERIENCE

Id Software Jul 13 – Present

- Lead Character Artist
- Manage, implement, and direct character creation pipeline
- Manage and direct team of character artists, both onsite and off
- Responsible for character creation from concept, to high poly, to in-game asset
- Responsible for texturing next-gen assets

Id Software Jul 11 – Jul 13

- Senior Character Artist
- Responsible for character creation from concept, to high poly, to in-game asset
- Responsible for texturing next-gen assets

Blur Studio Aug 07 – Jul 11

- 3d Character Artist - Lead
- Responsible for complete pipeline character creation from beginning to end
- Manage and direct team of character artists, both onsite and off
- Cinematics: Mass Effect 2, Arkham City, Warhammer Online, Dragon Age, Force Unleashed 2, Knights Contract, Goldfish, Bioshock 2, Brink, Dante's inferno, The Goon, Jabberwocky, Wolverine, Section 8, Universal Simpsons ride, DC universe, Transformers Cybertron, StarWars: The Old Republic, Fable II, Wildstar, Resident Evil

United States Air Force Jan 97 - Mar 06

- Staff Sergeant - Aircraft Armament Systems Journeyman
- Load Crew Team Chief

SOFTWARE ABILITIES

Autodesk XSI (advanced)
Autodesk 3dsMax (advanced)
Autodesk Maya (basic)
Autodesk Mudbox (intermediate)
Pixologic Zbrush (advanced)
Adobe Photoshop (advanced)
Adobe AfterEffects

TRADITIONAL ABILITIES

Life Drawing
Character Design
Digital Painting

EDUCATION

Vancouver Film School - May 06 - July 07
Diploma in 3d Animation & Visual Effects – Modeling Stream

Art Institute of Las Vegas, NV - Jan 02 - Mar 06
Bachelor of Science in Media Arts and Animation

HONORS

<http://cgghub.com/> master artist award

<http://cgghub.com/> 23 gold awards

<http://www.zbrushcentral.com/> Front Page: Apr 10, Jan 11, Mar 12

<http://forums.cgsociety.org/> Front Page: Jul 07, Apr 10

Vancouver Film School Scholarship Program May 07 – June 07

AI Best of Show Mar 06

3dtotal Excellence Award Nov 05

REFERENCES AVAILABLE