

# Abril Martinez – 3D Generalist

[rocan91@gmail.com](mailto:rocan91@gmail.com) | 6616197927 | [www.rocan3d.com](http://www.rocan3d.com)

Bakersfield, Ca

**Skills** - High Poly 3D Modeling, Low Poly 3D Modeling, Model Optimization, Unwrapping, 2D Texturing, Rigging, Animation, Asset Management, CG Painting, Photomanipulation, Level Layout Design, Traditional Drawing and Painting

**Program Experience** - Unity, Maya, Substance Painter, Photoshop, 3Ds Max, TexturePacker, Zbrush, Unreal, GIT, Jira, Plastic SCM, xNormal, Microsoft Office

## WORK EXPERIENCE

### Friendly Vengeance

December 2020

3D Generalist for a virtual advent calender.

- I modeled, textured, rigged and animated assets in Maya for a WebGL format.

### Fun Empire Inc.

December 2020

3D Artist for a VR escape room game.

- I took existing assets within the project and dressed up levels according to specifications that the level designer listed. I also lit the environment and made model adjustments so they conveyed the intended ambiance better.

### Lucid Sight Inc.

June 2016 - October 2020

3D Generalist for VR/AR.

**Projects:** PolyRunner (Oculus VR), 405 Road Rage (Oculus VR), HeroCade (PSVR), MLB Champions (Web/iOS/Android), CSC(Web), VR Theatre (VR for Viacom), Dreadhalls (PSVR), 0110 Run (Oculus VR), Turkey Hunt (Oculus VR), Z-Strike (Oculus VR), Star Drive (Gear VR), Crypto Emoji (Web/iOS/Android), Enigma's Illusion(Vive VR), Unnamed Projects (VR/AR)

- Concepted out designs for creatures, npcs, levels, environments, props, etc. Worked on 2D npc UI portraits as well
- Modeled in both high and low poly, keeping within both the visual and engine constraints. Often times making a high poly version for marketing and then a low poly version for in-game.
- Unwrapped and textured models, either for creating new assets or making skins for pre-existing assets.
- Hand painted textures and/or used PBR workflows to match the art style of the project
- Added in bones and skin weights for a majority of the assets, and animated them, creating loop cycles or unique one off animations. Also animated cameras and/or FX to create more cinematic animation renders for marketing.
- Added in VFX for assets or renders, creating them either from scratch or mixing up pre-made vfx in a new combination.
- Dressed up levels with assets and lighting/post processing according to the level designer's needs/ engine constraints.

- Handled a majority of the assets within the projects, renaming and importing them into the engine, making sure they work correctly, had the correct hierarchy and troubleshooting with engineers/programmers if anything failed to work correctly.
- Worked with junior artists to help troubleshoot issues relating to the programs (like Maya or Unity) and teaching them the correct pipeline/techniques to match the visual style of the project
- Set up static scenes, complete with models, layout, lighting, and fx, and rendered them out. I did post render edits in photoshop for marketing purposes according to the marketing manager's needs
- Worked closely with all the team members in a friendly professional manner to ensure that assets were being delivered correctly and in a timely manner. I worked closely with the Lead Artist and Engineer to make sure assets matched the project's art style and functioned properly within Unity

### **MAP Design Lab**

**June 2020 - July 2020, June 2018 - Sept 2018**

3D Generalist for various projects

**Projects:** Unannounced Titles (AR/VR/Web)

- Worked on creating various skins for premade humanoid models, cleaned up topology on existing assets, and created new ones to work with previously captured mocap data
- Rigged and skinned models to match up with motion capture data
- Cleaned up motion capture animation data to work with the rigs and troubleshooted with the animators to resolve any issues

### **The Rogue Initiative**

**Sept 2016 - Dec 2016**

3D Rigger for a VR project

**Projects:** Crowe (VR)

- Worked with the lead 3D artist to rig models, made sure skin weights were painted according to the type of motion they would be doing, and created rig controls for the animators.

### **WEVR**

**July 2015 – April 2016**

3D Generalist that included 3D Modeling, Rigging, Texturing, Animation and Asset Management.

**Projects:** theBlu: Encounter (Vive VR)

- Cleaning project repositories and organizing them
- Creating animation mockup states
- Creating new models and textures that fit within the existing art style
- Creating rigs that can be reused for various other meshes without needing to adjust the rig, as well as special cinematic quality rigs

### **5D Global**

**January 2016 – February 2016**

3D Animator on a Sundance Festival demo named Leviathan.

**Projects:** Leviathan (Gear VR)

- Created animation roughs for a whale and polished up the path to sync up with certain timed events and voice overs

## **INVR**

**November 2015 – December 2015**

3D Technical Artist and Animator on two projects.

**Projects:** The Sinners (Vive VR), Unannounced Title (Vive VR)

- Created unique rigs for high density models with appropriate skinning
- Optimized high density models so they could play within the limitations of the devices at framerate yet remain detailed
- Created idle animations for the rigs with varying degrees of complexity

## **Ingenuity Engine**

**April 2015 – May 2015**

Junior 3D Artist on two projects.

**Projects:** Bad Blood (Music Video for Taylor Swift), Western Digital (Commercial)

- Created high resolution 3D models of props and background assets to be composited into the video
- Model cleanup- reduced polygons, cleaned up topology, while maintaining the silhouette and smooth high def shape.
- Troubleshooted with lead animator to solve rendering issues with the models related to model optimization, for example, triangulation causing puckering in the materials.

## **WEVR \ WemoLab \ Wemomedia (Previous company names)**

**July 2012 – February 2015**

3D Generalist for various projects

**Projects:** theBlu: Encounter (Vive VR), theBluVR (GearVR), theBlu (The Rift VR), Project Heist (PC), Magic Beach (iOS), SUPERFUGU (iOS), theBlu (PC/Mac)

- Created high detailed textures in Photoshop, both tiling and unique
- Created high detail, mid density 3D assets in Maya for use in Unity as well as low poly LOD versions
- Took existing assets and adding higher levels of detail to them.
- Kept in close communication with the lead animator to produce high quality rigs and skinning that encompassed all sorts of movement and created smooth looping animation cycles for them
- Maintained visual consistency within the team
- Managed assets from Bento Box in Unity and created level designs based off of their game documents
- Responsible for asset management and importing assets from external artists into Unity
- Created level layouts in Unity, both basic and with complex art
- Managed an online forum; providing artistic and rigging feedback to other artists
- Creating pipelines for artists to streamline their work

## **EDUCATIONAL BACKGROUND**

**The Art Institute of California – Los Angeles**

**July 2009 - July, 2012**

B.A. In Game Art and Design

- Outstanding Achievement award for Spring 2012
- Graduated 3.8 Cumulative GPA