

# Abril Martinez – 3D Artist

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Bakersfield, Ca

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

**Program Experience** - Unity, Maya, 3Ds Max, Photoshop, TexturePacker, Zbrush, GIT, Jira, nGUI, UDK, Ndo, Ddo, xNormal, Flash, Microsoft Office

## WORK EXPERIENCE

### WEVR

July 2015 - April 2016 Technical artist for games that includes 3D Modeling, Rigging, Texturing, Animation and Asset Management.

Projects:

- **theBlu: Encounter (Vive VR)** - Valve- 2015/07- Present(Technical Artist)
  - Cleaning project repositories and organizing them in a way that newcomers can understand
  - Creating quick 3D mockups with clear silhouette and gesture and building upon that
  - Creating animation mockup states that read despite how basic the model is
  - Creating high quality texture maps for static meshes
  - Creating rigs that can be reused for various other meshes
  - Creating special unique rigs for hd cinematic quality meshes

### 5D Global

January 2016 - February 2016. Animator on a Sundance Festival demo named Leviathan.

Projects:

- **Leviathan (Gear VR)** 2016/01-2016-02 (Animator)
  - Created animation roughs for the whale path
  - Animated the whale to have realistic movement and appear graceful within a certain time frame to sync up with voice overs

### INVR

November 2015 - December 2015. 3D Technical Artist and Animator on two projects.

Projects:

- **The Sinners (Vive VR)** - HTC - 2015/11 (3D Tech Artist and Animator)
  - 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
- **Unannounced Title (Vive VR)** - HTC - 2015/12 (3D Tech Artist)
  - Model cleanup- Received high and low density models and created new meshes within the memory limitations of the device
  - Unwrapping models of high and low densities
  - Created rigs with simple idles and reaction animations

## **Ingenuity Engine**

April 2015 - May 2015. 3D Artist on two projects.

Projects:

- **Bad Blood (Music Video)** - Taylor Swift - 2015/04 - 2015/05(3D Artist)
  - Created high resolution 3D models of props to be composited into the video
  - Created high resolution 3D background assets to be composited into the video
  - Designed and created several 3D knives while maintaining the visual style of the video
  - Worked closely with lead designer, lead animator and composers to deliver high quality assets and troubleshoot importing issues between programs in a timely manner.
- **Western Digital (Commercial)** - Western Digital - 2014/05(3D Artist)
  - 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.

## **Studio Transcendent**

February 2015 - May 2015. 3D Modeler and Texture Artist for two games.

Projects:

- **Tiny Cannons Game (GearVR)** - 2015/05(3D Artist and Texture Artist)
  - Creating textures in Photoshop
  - Created low poly, yet detailed 3D Assets and unwrapped them while keeping under the memory limits of the device
- **Rapid Fire (The Rift)** - 2014/02 - 2014/04 (3D Artist)
  - Model cleanup ·reduced polygons, cleaned topology, and fixed normal map issues while maintaining silhouette
  - Generated normal maps for existing assets.
  - Created high poly assets for marketing purposes
  - Created low poly versions of higher poly assets that maintained silhouettes but were optimized for the device

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

July 2012 - February 2015. Technical artist for games that includes 3D Modeling, Rigging, Texturing, Animation and Asset Management.

Projects:

- **theBlu: Encounter (Vive VR)** - Valve- 2015/01 - 2015/02(Technical Artist)
  - Creating high detailed textures in Photoshop
  - Creating high detail, mid density 3D assets in Maya for use in Unity
  - Taking 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
  - Created smooth looping animation cycles for some of the assets.
- **theBluVR (GearVR)** - Samsung - 2014/05 - 2014/12 (Lead Technical Artist)
  - Communicated daily with level designers and other artists and animators
  - Maintained visual consistency within the team
  - Created low poly version of previous assets without losing visual appeal
  - Created new 3D environments and species within framerate limits in Maya and Zbrush
  - Rertextured older assets for atlas texturing while adding more detail.
  - Responsible for asset management, particularly atlas pages
  - Created rigs with minimal bones while keeping movement
  - Created animations, both looping and unique in Maya within Unity specifications
  - Created assets solely for marketing purposes
  - Communicated with QA to troubleshoot visual bugs

- **theBlu (The Rift) - Oculus VR- 2014/03 - 2014/05 (Tech Artist and Level Designer)**
  - Created new 3D environment props in Maya and Zbrush
  - Tasked with creating new environment level layouts that were visually appealing from all angles
  - Rertextured older assets to have higher details.
  - Responsible for asset management and file naming conventions
  - Created rigs that allowed for a variety of expressions and movement for the programmers to test with
  - Created animations, both looping and unique in Maya within Unity specifications
  - Communicated with QA to troubleshoot visual bugs
- Project Heist (PC) - 2014/02 - 2014/04 (3D Artist)**
  - Rertextured existing assets, and created rigs for them.
  - Animated assets in Maya and Unity to create video loops to be projected onto walls.
- Magic Beach (iOS) - Bento Box - 2013/07-2013/12 (Level Designer and Animator)**
  - Managed assets from Bento Box in Unity
  - Created level design based off game documents and feedback from Bento Box
  - Created atlas pages for the sprites provided by Bento
  - Created animation loops from the atlas pages using 2DToolkit.
  - Animated each scene using Bento's animation loops and sound files.
- SUPERFUGU (iOS) - 2012/10 - 2013/06 (3D Generalist)**
  - Created a significant amount 3D creatures and environment pieces in Maya
  - Created textures, both tiling and unique for the assets in Photoshop and Zbrush
  - Rigged creatures keeping within the limits of devices at the time
  - Animated loops for the assets
  - Responsible for asset management and importing assets from external artists into Unity
  - Created level layouts in Unity, both basic and with complex art
  - Created and rendered high resolution assets for marketing
  - Participated in constant QA testing of the app and helped troubleshoot any bugs
- theBlu (PC/Mac) - 2012/06 - 2012/10 (Technical Artist)**
  - Created several 3D creatures and environment pieces in Maya
  - Textured assets in Photoshop and Zbrush
  - Rigged creatures, keeping the least number of bones while maintaining the most movement possible
  - Asset management in Unity, and maintaining naming and organization conventions
  - Management of an online forum; providing artistic and rigging feedback to other artists
  - Creating pipelines for artists to streamline their work
- theBlu (PC) - 2012/01 - 2012/05 (Internship for Technical Artist)**
  - Created rigs for creatures provided by other artists

## **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