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FRANCIS-XAVIER MARTINS

OBJECTIVE To create the highest quality art with a group of professionals in a creative and productive environment.

SKILLS & ABILITIES

- Organic Modelling
- Digital Sculpting
- Rigging
- Game modelling and PBR
- Hard surface Modelling
- UV layout & Texturing
- Lighting and Rendering
- Character Design

EXPERIENCE **FREELANCE CHARACTER ARTIST, GENERALIST. POLYJUNKY, HOVE**

2010 - Present

Clients have included Channel 5, Absolutely Cuckoo, Marvel, the History Channel, Dom.ru, 3d World Magazine and more. I was the principal character artist on Wissper, which is airing now on 5, and I write a monthly article in 3d World Magazine.

ZOE MODE, BRIGHTON

2005 - 2010

Senior character artist and generalist on three Eye Toy games, Grease and You're in the Movies.

ZOO DIGITAL PUBLISHING, SHEFFIELD

2004 - 2005

Senior generalist on Premier Manager.

CLIMAX DEVELOPMENT, PORTSMOUTH

2001 - 2004

Character Artist on Sudeki and SX Superstar.

RAGE GAMES, SHEFFIELD

2000 - 2001

Artist on Battle Rigs.

EDUCATION**UNIVERSITY OF HERTFORDSHIRE, HATFIELD**

BSc (Hons) - Software Systems for the Arts and Media.

2nd class Honours. 1995 -1998

SOFTWARE

- Zbrush
 - Maya
 - Mari
 - Photoshop
 - Substance Painter
 - Marmoset Toolbag
 - Vray
 - Arnold
 - Knald
 - Keyshot
 - Unity
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PROJECTS

A few of the projects I've worked on include:

- Vikings- An AR project for The history channel. Mari texture clean-up.
 - Wissper- Pre-school show for kids on 5. Lead Character modeller.
 - Dom.Ru- Advert for Russian internet company. Character modeller.
 - Pip's Island- New York based activity for kids. Character modeller.
 - The Captain America Experience- Modeller and texture clean-up in Mari for Marvel's AR app.
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REFERENCES

References available on request.
