

ANDRÉ MARTÍNEZ



3D CHARACTER ARTIST	-	CONCEPT ARTIST	-	UNITY 3D & UE 4
ZBRUSH ARTIST	-	VECTOR ARTIST	-	TECHNICAL ARTIST
PIXEL ARTIST	-	2D CHARACTER ARTIST	-	SPINE 2D ANIMATOR
BLENDER ARTIST	-	VOXEL MODELER	-	ILLUSTRATOR

I have over 9 year's experience working in the gaming industry, capable of leading and work with groups. I have the necessary skills to develop everything that is required to create an in-game asset from initial concept to final asset; such as environments, characters, props, GUI, concepts, icons, pixel art, vector art and animations. I consider myself a very proactive, organized person with ability to work under pressure; quick learner and easy to adapt under new situations, also enthusiastic when carrying out assigned duties. Bilingual speaking English fluent speaking, writing and understanding.

15th August 1989 (**29 YEARS**)
BIRTH

Colombian
NATIONALITY

English (**FLUENT**) – Spanish (**NATIVE**)
LANGUAGE

CONTACT



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WEBSITE



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DEVIANT ART



<http://co.linkedin.com/in/artcdev>
LINKEDIN

EDUCATION

COLOMBIA

- High School Salesian Juan del Rizzo 2000 – 2006
- Academy of Arts Guerrero 2005 – 2007
Certificate in Airbrush Designer

AUSTRALIA

- Sarina Russo School – Brisbane 2007 – 2008 General English Course.
- St. George TAFE – Sydney 2008 – 2009 / Illustration & Design – Diploma 2 years.

COURSES

- ZBrush Workshops – Ryan Kingslien 32 hours
- ToonBoom Harmony Diploma – 2D Animation 2016
- Gnomon School – Visual Communications Course

TECHNOLOGY PROFICIENCY

- OS Windows and Mac
- JIRA – Slack – Trello – Youtrack - HackNPlan
- Git – Source Control – Intermediate Experience.

DESIGN PROFICIENCY

- 3D Game Artist – Zbrush – Blender – Topogun – 3D Coat – Substance – 3D Coat - Marmoset - XNormal
- Unity 3D – Intermediate Knowledge
- 2D Concept Art – Environment Design 2D & 3D
- Unity 3D – Asset Integration & Pipeline
- Digital Painting & Texturing
- 2D Animation – Traditional & Modular
- Pixel Art – Aseprite – Pyxel Edit - Photoshop
- Game User Interface – HUD & Photoshop
- Photoshop CC – Advance Knowledge
- After Effects CC – Intermediate Knowledge
- Illustrator CC – Advance Knowledge
- VoxelArt – MagicaVoxel & Qubicle
- Spine 2D Pro – Rigging – Animation & Integration
- Unreal Engine 4 - Intermediate Knowledge
- ToonBoom Harmony 14 – Specialist

WORK EXPERIENCE

DESIGN

- 3D Technical Artist & Character Artist – Top Game Studios 2017 till present - Canada
- Character Concept Artist from 2008 till 2015.
- Freelance Artist from 2008 till 2015.
- Cordyceps Studios – Bristol – London- Concept Art.
- Ocean Interactive – US – Los Angeles – Concept Artist and Designer.
- Progressive Media – Lego Game – Concept Artist.
- Longway Magazine – Illustration – Concept Artist.
- Vostu – Senior Artist & Concept Artist.
- Elance – Multiple Clients – Concept Artist.
- 2D Animator from 2012 till present.
- Pixel Artist from 2013 till present.
- GUI Designer from 2011 till present.
- Art Direction from 2011 till present.

CONTESTS

- CG Society – Dreamscape Challenge 2009
- Rift – Colossus Contest 2010
- League of Legends – Contest Artwork 2011
- Dofus Hispana Gallery Contest 2012
- CG Society – Ten Anniversary Challenge 2013
- #MiBotellaUnica – CocaCola – Art Contest 2014
- Bakanica 2015 – Art Contest 2015
- Indie Game Maker Contest 2015 – Xintana Legends

REFERENCE

- Kai Ng – Co-Founder at Lik Studios
Concept Artist and Art Director - Singapore
- Miguel Marino – Game Lead Designer & Art Director
Vostu © Argentina
- Juan P. Verni
Senior Flash Animator – Wooga © Germany
- Jake Medina – Existence Games
Art Director and Owner – United States
- Rodrigo Foltz – Aeria Canada Inc.
Senior Designer – Brazil.
- Jimmy Rodriguez – ToonBoom Evangelist
Naksa Digital Animation Software
- Alex Koshelkov – Founder at Crytivo Games
Concept Artist and Developer.
- Jose Gomez de Lara – Co-Founder at Radical
Graphics - Netherlands – Software Engineer.
- Manuel Gonzalez – Co Founder at Radical Graphics –
Netherlands – Creative Director.

GAME DEVELOPMENT

- Cafemania – Vostu - 2008
- Flying Kingdoms – Vostu - 2009
- Magic Valley – Vostu – 2010
- Dinomon – Ocean Interactive - 2011
- Micromon – MOGA - 2012
- LEGO GAME - Progressive Media – 2013
- The Universim - Crytivo Games - 2014
- Super Monkey Star – Double Ring Studios – 2015
- Xintana Legends – Double Ring Studios - 2015
- HandyCraft – Radical Graphics - 2015
- Senior Game Artist – Aeria Canada Studios –
Character Artist from 2016 to 2017
- Lead Artist – Jambun Studios – 2018 to 2019
- Senior Game Artist – Ascended Studio - 2018 till
present

AWARDS

- Rift Contest – 25th Better Artworks – Life of Colossus
- League of Legends – Lunars Reveal Challenge 25th
Best Artworks
- Dofus Art Contest – Winner of Dofus Magazine Issue
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- League of Legends – Preseason 3 Art Contest
- Castlevania Lords of Shadow 2 – Deviant Art
- Dofus Art Contest – Winner of Dofus Magazine Issue
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- Premio Colombia En Linea – Best Game Online 2015
Nomination