

ANDRÉ MARTÍNEZ

SENIOR 3D/2D GAME ARTIST



- 3D/2D CHARACTER ART
- ZBRUSH SCULPTING
- PIXEL ART
- ILLUSTRATION
- ART PIPELINES
- CONCEPT ART
- ANIMATION & RIGGING
- UNITY VFX
- TECHNICAL ART
- LIGHTING & COMPOSITION

Veteran in the gaming industry, over 10 years of experience. Passionate for art creation and tech. I specialize on character design & asset creation, from the initial concept to final in-game. 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.

15th August 1989 (30 YEARS)
BIRTH

ENGLISH (FLUENT) SPANISH (NATIVE)
LANGUAGE

CONTACT



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PHONE NUMBER



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WEBSITE



instagram.com/artcadev
INSTAGRAM



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LINKEDIN

EDUCATION

COLOMBIA

- Academy of Arts Guerrero 2005-2007
Airbrush Design Diploma

AUSTRALIA

- St. George TAFE - Sydney 2008-2009
Illustration & Design Diploma

COURSES

- ZBrush Workshop - Ryan Kingslien - 2012
- Gnomon School - Visual Communication - 2014
- ToonBoom Harmony Diploma - Naska Digital 2016

DESIGN PROFICIENCY

- 3D Art - Zbrush, Blender, 3D Coat, Substance.
- Unity3D - VFXs, Asset Creation, Animator Lighting, PostProcessing, Visual Mockups.
- Unreal Engine - Basic Knowledge.
- 2D Art - Character, Concept, Props Design
- 2D Animation - Traditional, Modular, Pixel Art
- Pipeline - Creation of Art Pipelines and best practises, according each project needs.

REFERENCE

- Jimmy Rodriguez - Senior Animator @Krikunova.
- Juan P. Verni - Senior Artist @Wooga
- Miguel Marino - Game Lead Designer @Vostu
- Jake Medina - Art Director @Existence Games.
- Manuel Gonzales - Programmer @RadicalGraphics
- Dr. Julie Alen - Producer @Jambun Studios
- Federico Diaz - Lead Programmer @AscendedStudio
- Cristian Sylva - Programmer @NextGames

GAME DEVELOPMENT

- Vostu - Concept Artist 2008 to 2011.
- Ocean Interactive - Visual Designer 2011.
- MOGA Mobile - Concept Artist 2012.
- Progressive Media - Art Director 2013.
- Critivo Games - Universim - 2014.
- Double Ring Studios - Art Director 2015 to 2017.
- Radical Graphics - Art Director 2015 to 2017.
- Aeria Canada - Senior Game Artist 2016 to 2018.
- Jambun Studios - Lead Artist - 2018 to 2019.
- Ascended Studio - Lead Game Artist 2019 -2020.

ART CONTEST

- CG Society - Dreamscape Challenge 2009.
- Rift - Coossus Contest 2010.
- League of Legends - Contest Artwork 2011.
- Dofus Hispana - Gallery Contest 2012.
- CG Society - Ten Anniversary Challenge 2013.
- CocaCola - #MiBotellaUnica - Art Contest 2014.
- Dofus Hispana - Gallery Contest 2017.
- WeLoveRobots - Intagram Art Challenge 2019.

AWARDS

- Rift Contest 25th Better Artworks|Life Colossus.
- League of Legends - Lunars Reveal Challenge
- Dofus - Winner Dofus Magazine Issue #5.
- Dofus - Winner Dofus Magazine Issue #8.
- League of Legends - Preseason 3 Art Contest.
- Lords of Shadow2 - Deviant Art Contest.
- Premio Colombia Online - Best Game Online.
- WeLoveRobots - Gallery Showcase.