

DAVID M. MARTINEZ

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OBJECTIVE

To obtain a 3D designer position that utilizes my experience with software application, 3D modeling and or visualization.

Professional Experience

Mold3D | Los Angeles, CA

Senior Artist | Unreal Generalist

05/2022 - Present

- Defined new pre-visualization workflows for virtual production pipelines.
- Work closely with production designers modeling rough pre-vis sets and props.
- Senior generalist responsible for scene layout, design, rendering and lighting in Unreal.
- Responsible for modeling, texturing , and look-dev for digital assets that can be used in engine.
- Educating staff and clients on Unreal best practices and showcasing latest engine features
- Virtual production liaison ensuring the integrity of assets and design meets/exceeds client expectations.
- Managed and assisted cleanup of several photogrammetric assets used for film and tv shows.
- Worked with cinematographers and directors of photography to create stunning volume centric content.
- Create source builds for project setup, manage content using Perforce, and help educate staff with complex/technical Unreal processes.

Happy Mushroom | Narwhal, Los Angeles, CA

Senior VAD | Unreal Generalist

11/2021 - 04/2022

- Convert storyboard animatics to virtual production sets in pre-vis stage of production.
- Design and create shots in Unreal Engine, using cinematic language to tell a story - this includes Final Pixel and proof of concept.
- Responsible for modeling, texturing , and look-dev for digital assets that can be used in engine.
- Create sequences that will require the animation of characters, props, and cameras.
- Helped educate and train other project members on cinematic language and camera terminology.
- Managed and assisted cleanup of several photogrammetric assets used for film and tv shows.
- Worked with supervisors, team of artists and directors to create high quality videos on extremely tight timelines.
- Highly proficient with Maya to Unreal and Blender to Unreal workflows.
- Experience with Perforce and asset management to met and exceeded client expectations.

Apple | Cupertino, CA

Pre-Vis | UX Designer

02/2020 -10/2020

- Created 3D representations and scenarios for product presentations as a liaison between design and development teams.
- Designed sequences based of simulation data - shot by shot breakdown using cameras and close-ups to guide creative decisions.
- Build interactive prototypes using 3D applications and game engines such as Unity and Unreal.
- Establish a visualization standard based on developer tools and workflows.
- Delivered productive feedback and establish design language based on 3D space and real-world scenarios.
- Designed various products, features, and experiences in 3D. Tasks including supporting the team with visualizations in the form of tool creation, implementing UX functionality, and or fully featured prototypes.
- Collaborated with cross functional groups such as engineering, UX design, and data collection.
- Built simulations and animations that showcase new features and functionality to stakeholders and customers.
- Provided solutions for UX issues using 3D design language and geometry.

McClatchy | New Ventures Lab, Sacramento, CA

05/2018 -12/2019

3D Artist/ Technical Artist / VR Designer

- *Created compelling visual stories for more than 20 news stories using 3D scenes and AR content.*
- Generate high and low-resolution 3D models, textures and physically based materials using Blender and Substance Suite for Unity 3D Develop 3D art pipeline tools and extensions for storytellers and residence program.
- Provided training and support for local journalists across the company in the use of the 3D art pipeline and industry standard software.
- Review creative process with producers and engineers and identify opportunities for workflow improvements for photogrammetric cleanup, digital sculpting, modeling, and animation.
- Iterate designs according to reviews, changing requirements, and Q&A testing.
- Create assets through VR applications such as Medium, Quill, Tilt Brush, and Gravity Sketch.
- Responsible for the optimization of all 3D content featured in Actual Reality app and published news articles.
- Contributions helped New Ventures Lab win the Online Journalism Award for Excellence and Innovation in Visual Digital Storytelling for Actual Reality.

Viscira, San Francisco, CA

10/2016 - 07/2017

3D Modeler/ CG Generalist

- *Pre-vis look development using Zbrush and Modo for internal reviews and meetings.*
- *Converted story board to 3D scenes and blocked out cinematic sequences for Editor.*
- Created complex organic and hard surface models to a project's particular specifications.
- Maintained and updated asset library for the animation team. Followed design reference to meet client expectations and fulfill project deadlines.
- Managed and created real-time models for VR, AR, and MR pilots/projects.

- Worked with animation team to maintain continuity, as well as support to other departments to ensure information is communicated throughout production pipeline.
- Ability to balance quick turnarounds while achieving high degree of aesthetic.

Linkedin Profile:

<http://www.linkedin.com/in/davidmmartinez1>

Freelance 3D Artist:

Netflix, Evil Eye Pictures

Skills: Windows, Blender, Autodesk Maya, Z-Brush, Octane Renderer, Unreal Engine, Adobe Suite, Substance Suite, Perforce, and ShotGrid

Portfolio Site: www.artofsplitmind.com

ArtStation Site: <https://www.artstation.com/splitmindart>

Education: Illinois institute of Art at Chicago, Game Art & Design, 2007-2011