

Cisco Martinez

Senior 3D/Motion Graphics Artist

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Summary -

Over 25 years experience creating 2D/3D content on PC, PS2, Xbox 360, PS3, and Mobile platforms. Prototypy work, Motion Graphics, Visual and Graphic Design.

Software -

Maya, 3DS Max, Photoshop, Substance Painter, After Effects, Illustrator, Lightroom, Unity 3D. Working knowledge of Unreal Editor, ZBrush, Premiere Pro.

EXPERIENCE -

Senior 3D / NFT Artist

GALA Games

Jan 2022 - Present

Remote 3D Artist, in charge of all vehicle/weapon assets on AMC's Walking Dead PC game. Also created all NFT assets for in-game purchases.

Senior 3D / Motion Graphics Artist

Intercept Games

Feb 2021 - Dec 2021

Remote 3D Artist on Kerbal Space Program 2. Motion Graphics, 3D modeling, and Video Editing. After Effects, Maya, Photoshop, Illustrator.

Senior 3D / Motion Graphics Artist

Private Division (Take Two)

May 2020 - Oct 2020

Remote 3D Artist on Kerbal Space Program 2. Motion Graphics, 3D modeling, and Video Editing. After Effects, Maya, Photoshop, Illustrator.

Senior 3D Artist

Ember Entertainment

July 2019 - May 2020

Remote 3D Artist, created models for mobile platform game. Zombie themed game for iOS. Environment modeling, building design, vehicles, and weapons. Substance painter, Maya, Photoshop. Included vertex painting, modeling, shaders, textures and lighting.

Senior 3D Artist (CSG)

Microsoft - (Q Analysts LLC)

August 2018 - May 2019

Part of new team at Microsoft Cognition/Synthetics, creating and managing 3D content for cutting edge software in the field of machine learning and A.I. research. This is a contract position through 2019. Substance Painter, Maya 2019, Photoshop.

3D Technical Physics Artist

Wargaming Seattle

Jan 2015 - July 2018

3D Technical Artist, focusing on physics and dynamics for PC platform. During my time with Wargaming, I helped establish and document the entire pipeline for the destruction physics in the game. Using Havok, Maya, and other internal tools, I built the environment destruction process from the ground up. This included prototyping, physics simulations, animation, 3D modeling, shader and texture work. I also managed outsourced content from 2 small teams for quality control and established guidelines and blueprints for those teams.

Senior 3D Artist - contract

Z2 Live Games

Jan 2014 - Jan 2015

Principle vehicle Artist on mobile game for iOS platform. I managed or created all aircraft vehicles in a combat flight sim game using Maya, Unity 3D and internal software. I oversaw a small outsourcing team and drew up specs and documents for each vehicle asset. I also created all shaders, decals and logos for customization and DLC.

Senior 3D Artist - contract

Design Laboratory Inc.

Nov 2013 - Dec 2013

Creating promotional videos for internal and external facing web content for clients such as Microsoft, Placefull, etc. using Adobe After Effects, Photoshop and Illustrator.

Senior 3D Artist - contract

Teague

Sept 2013 - Oct 2013

Senior 3D Artist. Created 3D vehicle and environment content for driving simulation program for unnamed client. Software used: Maya, 3DS Max, Photoshop, Unity 3D.

Senior 3D/UX Artist (CSG)

Microsoft

Oct 2012 – Aug 2013

Senior artist on the Strategic Prototype team; responsible for Microsoft's "Home of the Future". 3D modeling, UX design, video production, and 3D Printing. This was an exciting team to work with, where I was involved in several interactive projects that ranged from motion video work, world-scale animation, and high resolution rendering, to complete concept Art to 3D printing on custom designs. I interfaced with several other teams to solve real-world interactive problems and provide solutions from storyboards, set renderings and model painting.

Senior 3D Artist- contract

Undead Labs

May 2012 – Jul 2012

Created/optimized vehicle content for Xbox Live game State of Decay. My role with UL was to create modified vehicles for the entire game. Software used : Maya, Photoshop, Illustrator.

Senior Environment Artist

Sony Computer Entertainment (Zipper Interactive)

Mar 2008 – May 2012

Worked on several games for Sony's consoles.

MAG for PS3: Created environment buildings, assets and props to fill huge multi-player levels. Worked closely with environment teams to share assets, textures, and materials to save memory footprint.

SOCOM 4 for PS3: Modeled/textured weapons for character team. Rigged and tested weapons for use in single and multi-player maps. Created several destructible environment assets using Havok for use in dynamic single player levels. Consisted of rigging, compiling, testing, and exporting dynamic props to be used by environment team.

Unit 13 for Vita: Modeled/textured vehicle and environment props for use throughout game levels. Included casting high res models and rigging/animating several vehicles for cinematic scenes.

Managed all vehicle assets for all 10 playable levels, including military/civilian/air vehicles. Worked with Art Director to create custom level maps for UI team for every environment.

Senior 3D Artist

THQ- Cranky Pants Games

July 2006 – February 2008

Worked on Destroy All Humans 3 for Xbox 360. Managed/created all vehicle content for entire game using Maya, Photoshop, Unreal Editor 3. Worked with a producer and several outsource artists off-site to populate every level with vehicles.

Created 3D weapons for main character Crypto, based on concept art. Worked with studio head and led a small team of artists to redesign the branding of the newly named studio.

3D Artist

Amaze Entertainment

June 2005 – June 2006

Worked on PSP version of 20th Century Fox's Eragon movie.

Created VFX for dragons and general gameplay using internal FX generator. Modeled/textured several assets for environment. Designed in-game and front UI menus for entire game.

Artist

Atari- Humongous Entertainment

May 1997 – May 2005

Humongous was my first job in the game industry. I cut my teeth on several PC titles, working on everything from concepts, 2D animation, character modeling, rigging, UI design, 3D modeling, texturing, and lighting.

EDUCATION -

Art Institute of Seattle -1994-1997

Associate of Applied Arts (A.A.) Illustration

Mesmer Animation Labs - 2003

3D Modeling Course