

JAVIER MARTÍN

3D Generalist / Interactive Designer

Profile

I started my career as a computer graphics artist, in 1994, and I've continued working in this field developing the audiovisual and animation assets of the company's projects, like websites, videogames and multimedia presentations.

In late 2010 I decided to change my career and personal life, so I have moved to the UK to continue my professional life focused on my passions: VFX and 3D. So I enrolled in a VFX Production course at Escape Studios to improve my technical skills.

After more than two years working as a 3D Artist in We Are Formation I have consolidated my skills and have learnt new ones, like Virtual Reality.

Actually I am looking forward to jump into new and exciting challenges.

Professional Experience

06/2015-Present: 3D Freelance at We Are Formation

01/2013-06/2015: 3D Artist at We Are Formation.

Motion capture and modelling digital assets for video games. Maya, MentalRay, MotionBuilder. Interactive Designer, Unity 3D, Oculus Rift, Leap Motion. Built interactive experiences for clients and the studio own IP.

Motion Graphics: Compositing and animation with After Effects.

3D Artist in several projects involving different set of skills through the whole workflow, modelling, texturing, sculpting, rigging, lighting and render. Hair and Fur setup for digital characters.

Freelance Motion Graphics Artist. Several projects for the digital agency a2Laboratoriodeideas.com. After Effects and Maya.

2011-2012: Freelance. Project Director and Game Designer. 2 Videogame titles for iPhone platform.

Motion Graphics and 3D Modelling for Girly Films. UK

Motion Graphics Video for Xendpay.com. UK

2000-2010: Project Development Director, Game Designer and Director of the 3D Animation Department at **Interaccion CIM S.L.**

3D Animation for videogames and audiovisual production companies with 3DS Max. Motion Graphics with After Effects.

1996-2008: 3D Animation Department Director, Multimedia Project Manager, Game Designer at **Pixel Grafics** and **UCGames**.

3D Animation for visual production companies with Houdini and 3DS Max.

Education

09/2011 – 12/2011 **Visual Effects Production**, Escape Estudios London. VFX Techniques and pipeline. Camera tracking.

2009 **Multi Platform Business School**, Media Business School, Ronda, Spain. Workshop in multi-platform projects development.

2005 **Fundamental Principles of Game Design**. Ernest Adams, Workshop at GDG Europe, London

1994-1995 Image and Sound School, La Coruña, Spain

Graduated in **Production and Direction of Television Programs, Grade 3 Specialist Technician**.

Filmmaking Production and Direction.

1990-1994 Telecommunications Engineering Superior School, University of Vigo, Spain. Mathematics and computer programming.

Contact

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Skills Overview

Technical Skills

Modelling

Texturing

Lighting

Render

Matchmoving

Motion Capture

Motion Graphics

VR / Interactive Development

Computer Skills

Maya

3DS Max

3D Equalizer

PFTTrack

Motion Builder

After Effects

Photoshop

Unity3D

Knowledge of Houdini and Nuke

Windows, OS X, Linux/Unix systems

Computer Systems Management

References

Jon Reidy

(Formation Co-Founder)

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