

# Martin Smith

Phone : 1+(415)371-9027

Email : mcodesmith@gmail.com

<https://martinsmith3dart.myportfolio.com>

## SUMMARY

I'm a 3D Generalist and Freelance web developer seeking. I'm a quick learner, passionate about technology and enjoy helping people.

## EXPERIENCE

### **BDC Digital Studio, 03 / 2017 - 11 / 2017**

3D generalist, involving Modeling, Houdini VFX And Photogrammetry.

### **Transient Light Studio, 10 / 2016 - 02 / 2017**

3D Character Modeling, Using Modo, Zbrush and Marvelous designer.

### **Freelance Web Developer, 06 / 2014 - 2015**

Wordpress setup and theme manipulation. Built tools for pre-existing blog migration to Wordpress.

### **xRez Studio, 03 / 2014 - 06 / 2014**

New Castle Fly Through

Project Lead on a museum piece for Newcastle Australia. Provided rigging, animation, lighting, rendering, matte painting, compositing.

### **World Building Media Lab 08 / 2013 - 08 / 2013**

Leviathan

Provided modeling and texturing assistance.

### **xRez Studio 03 / 2013 - 04 / 2013**

Wonders (Unreleased)

3D Modeler and Texture Artist: Texturing structures and modeling and polygonal cleaning up.

### **Unmistakable CKC, 10 / 2012 - 01 / 2013**

The Boy With No Joy (Short Film - unreleased)

3D Modeler: Provided character modeling and texturing from concept.

**Way We Weren't LLC, 01 / 2012 - 07 / 2012**

Monty and The Runaway Furnace (Short Film)

3D Modeler, Compositing and Tracking: Provided hardsurface modeling and texturing for assets and sets, while also providing compositing and tracking.

**Gnomon School of Visual Effects , 09 / 2010 - 01 / 2012**

Exoids

Provided hardsurface modeling and texturing. Collaborated with my team in problem solving and introduced and taught a software package that significantly reduced texturing time for the group.

**EDUCATION****General Assembly, 2015**

Part-Time Course, Ruby on Rails

**Gnomon School of Visual Effects, 2010 - 2012**

Certificate, Modeling and Texturing

**SKILLS & SOFTWARE****3D**

- Houdini
- Zbrush
- Maya
- Modo
- Unreal Engine 4
- Unity 3d
- Mudbox
- Hard Surface Modeling
- Fusion 360
- Nuke
- UV mapping
- Mari
- Vray
- Ndo2

**2D**

- Visual Effects
- QuarkXPress
- Adobe Creative Suite
- Photoshop
- Final Cut Pro

**Coding Languages**

- Python
- Php
- Elixir
- Ruby on rails
- Rust