

MARTIN ALLSBROOK

Game Designer and Developer

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EDUCATION

August 2019 – May 2023

University of Colorado at Boulder

ATLAS Institute

Bachelor of Science in Creative Technology and Design

Worked on many projects that encouraged the application of both technical and creative skills.

Was invited to present two projects at the 2023 ATLAS Expo. Gained experience with programming, modeling, Arduino, game design, and UX design. Good problem solving and technical writing background from applied calculus and physics classes. Member of the CU Snowboarding Team.

May 2018 – August 2018

University of California, Los Angeles

Physics Summer Class

Pursued my interest in physics and received a more advanced Physics education not offered in high school.

EXPERIENCE

September 2023 – Current

Chicago, Illinois

Rebecca Everlene, Volunteer Unity Game Developer

Using Unity and C# to prototype and develop mechanics for Landmarks, a location based AR game. The project's focus is to prevent kidnappings by familiarizing kids with the landmarks in their surroundings, and the tools they can use to get back home.

May 2023 – Current

Hudson, New York

Laazy Studio, Web Interaction Developer

Helping deliver on client and studio visions by integrating novel and complex web interactions into sites designed at Laazy Studio. Solving technical problems during development.

May 2022 – August 2022

Los Angeles, California

Kilograph, UX Design and Development Intern

Designed and developed the web portal for a land development proposal that ended up winning the client a contract. Organized and led the brainstorming sessions and design discussions with the design team. Worked on multi platform, cohesive branding projects.

Summer 2019 & 2021

Los Angeles, California

Standard Architecture, Graphic Design & Modeling Intern

Designed successful design pitches and award submissions. Got company designs approved by modeling view studies and showing our plans fit within the code. Organized clients' inspiration and feedback into cohesive moodboards and actionable ideas. Managed office supply stock.

Summer 2016 & 2017

Los Angeles, California

The Art Grist, Camp Counselor

Made sure projects were on track to be completed by working with campers and making plans when problems arose. Helped organize campers during daily activities.

HONORS

May 2023

Boulder, Colorado

Invited to Present Two Projects at the ATLAS 2023 Expo

Was invited to my projects Xenoplanet, and The Guillotine, at the 2023 ATLAS Expo. Xenoplanet is an atmospheric 3D adventure game featuring stealth based combat dynamics, and an infinite procedural world, generated in real time. The Guillotine is a strength and timing based arcade game that utilizes an Arduino microcontroller to create an alternative interface for control.

January 2022

Boulder, Colorado

GLEE 2023 Graphics

Designed the winning entry in a competition to create a new logo for the GLEE lunar mission, sponsored by NASA's Artemis Student Challenges and the Colorado Space Grant Consortium.

SKILLS

Recommendation letters
available upon request

Design

Game Design
Graphic Design
UX/UI Design

Development

Unity C#
Arduino C++
JavaScript
JetBrains Rider
Visual Studio

Modeling

Fusion 360
Cura
3D Printing
Rhinceros
Blender

Graphics

HTML & CSS
InDesign
Illustrator
Figma
Photoshop

Misc

German
Premiere Pro
After Effects
Ableton
Audacity