MARTIN ALLSBROOK

Game Designer and Developer

martin.allsbrook@colorado.edu
https://martinallsbrook.com/
+1 (323) 204-6868

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, game design, modeling, Arduino, and UX design. Acquired a problem solving and technical writing background from applied calculus and physics classes. Member of the CU Snowboarding Team.

August 2019 – May 2023
University of California, Los Angeles

Physics Summer Class
Pursued my interest in physics and received a more advanced Physics education not offered in highschool.

EXPERIENCE

May 2023 – Current
Hudson, New York

Laazy Studio, Web Interaction Designer
Helping deliver on client and studio visions by developing and integrating unique web interactions into sites created at Laazy Studio. Solving unforeseen problems during development.

May 2022 – August 2022
Los Angeles, California

Kilograph, Web and Graphic Design Intern
Helped a client win a land development contract by designing and developing a custom website for their proposal. Organized and led meetings and brainstorming sessions with the design team. Designed cohesive multi platform branding and took part in company wide interdepartmental meetings.

June 2021 – August 2021
Los Angeles, California

Standard Architecture, Graphic Design & Modeling Intern
Designed successful project pitches and award submissions. Assisted with design approvals by modeling view studies, illustrating that designs fit within code restrictions. Organized clients' inspiration and feedback into cohesive moodboards and actionable ideas.

May 2019 – July 2019
Los Angeles, California

Standard Architecture, Archive Management & Web Design
Updated the company website with new projects. Touched up and color corrected project photos in Photoshop. Managed office supply stock.

Summer 2016 & 2017
Los Angeles, California

The Art Grist, Camp Counselor
Ensured projects were going well, and on track to be completed by mentoring campers, and helping them make 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 present 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 for a competition, sponsored by NASA's Artemis Student Challenges, and the Colorado Space Grant Consortium, to create a new logo for the university's GLEE lunar mission.

SKILLS

Design	Development		Modeling	Graphics	Misc
Game Design	Unity	C#	Fusion 360	HTML & CSS	German
Graphic Design	Arduino	C++	Cura	InDesign	Premiere Pro
UX/UI Design	JavaScript		3D Printing	Illustrator	After Effects
	JetBrains Rider		Rhinoceros	Figma	Ableton
	Visual Studio		Blender	Photoshop	Audacity

Recommendation letters
available upon request