

MARTIN ALLSBROOK

Game Designer and Developer

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martinallsbrook.com

EDUCATION

August 2019 – Current

Bachelor of Science in Creative Technology and Design

University of Colorado at Boulder, ATLAS Institute

Gained a well rounded understanding of design techniques and the methods used to apply them. Good problem solving and calculus background from math and physics classes.

EXPERIENCE

May 2022 – August 2022

Kilograph, Web and Graphic Design Intern

Los Angeles, California

Graphic and brand design for various clients. Worked on multi platform cohesive branding for clients. Designed, developed and shipped dynamic websites.

June 2021 – August 2021

Standard Architecture, Graphic Design & Modeling Intern

Los Angeles, California

Layed out client presentations and award submissions, edited project photos in Photoshop, organized client moodboards, made graphics in Illustrator, and modeled view studies in Rhinoceros.

May 2019 – July 2019

Standard Architecture, Archive Management & Web Design

Los Angeles, California

Designed and updated portions of the website, edited project photos in Photoshop, took inventory and ordered new supplies, and acted as a general office assistant.

HONORS

January 2022

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.

SOFTWARE

Programs:

Game Dev.

Unity
Jet Brains

Graphic & UI

InDesign
Illustrator

Modeling

Fusion 360
Blender

Sound

Audacity
Ableton

Languages:

General

C#
Javascript
Arduino

Web

HTML
CSS

Engineering

Matlab
Mathematica

SKILLS

General:

Problem solving
Spatial thinking
Teamwork

Organization
Quickly applying new programs
Building and tinkering