

MARTIN ALLSBROOK

Game Designer and Developer

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<https://martinallsbrook.com/>

EDUCATION

August 2019 – May 2023

University of Colorado at Boulder

ATLAS Institute

Bachelor of Science in Creative Technology and Design

Gained a well rounded understanding of design techniques and the methods used to apply them.

Skills include coding, modeling, Arduino, game design, and graphic design, as well as a good

problem solving and calculus background from applied math and physics classes.

Member of the CU Snowboarding Team.

August 2019 – May 2023

University of California, Los Angeles

Physics Summer Class

Received more advanced Physics education not offered in highschool.

EXPERIENCE

May 2023 – Current

Hudson, New York

Laazy Studio, Contract Web Interaction Designer

Designing and integrating web interactions into sties designed at Laazy Studio.

Working as a general web developer.

May 2022 – August 2022

Los Angeles, California

Kilograph, Web and Graphic Design Intern

Graphic and brand design for various clients. Worked on multi platform cohesive branding.

Designed, developed and shipped dynamic websites.

June 2021 – August 2021

Los Angeles, California

Standard Architecture, Graphic Design & Modeling Intern

Laid 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

Los Angeles, California

Standard Architecture, Archive Management & Web Design

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.

Summer 2016 & 2017

Los Angeles, California

The Art Grist, Camp Counselor

Acted as a general camp counselor, helped students with their art projects, organized materials,

assisted teachers.

HONORS

May 2023

Boulder, Colorado

Presented Two Projects at the ATLAS 2023 Expo

Was invited to present two projects at the 2023 ATLAS Expo: Xenoplenet, a procedurally generated

atmospheric 3D exploration game, and The Guillotine, a strength and timing based arcade game.

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

Design

Game Design

Graphic Design

UX/UI Design

Development

Unity

C#

JetBrains Rider

JavaScript

Arduino

C++

Modeling

Blender

Fusion 360

Cura

3D Printing

Rhinoceros

Graphics

HTML & CSS

React

InDesign

Illustrator

Figma

Photoshop

Misc

Premiere Pro

After Effects

Ableton

Audacity

German

*Recommendation letters
available upon request*