

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.

Summer 2016 & 2017

Camp Counselor at The Art Grist

Los Angeles, California

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

PROJECTS

May 2023

Xenoplanet Capstone Project

Developed a script to procedurally generate Xenoplanet's world at runtime. Designed and scripted mechanics and interactions that combined to produce our desired aesthetics.

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.

SKILLS

Unity

C# & OOP

Jet Brains

Arduino

Blender

Javascript

HTML

CSS

InDesign

Illustrator

Figma

Photoshop

Fusion 360

Audacity

Ableton