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, 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, Illanois

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	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