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| **Christos Martinis** | | |
| 5549 Queen Mary Road, Montreal, H3X 1V8 | | |
| +1 (0) 5146 999 232 | | |
| Email: [Christos\_Martinis@yahoo.com](mailto:christos_martinis@yahoo.com)  Portfolio Link: <https://www.artstation.com/christos_martinis> | | |
| **Profile** | | |
| Seasoned professional artist and qualified designer with 10+ years of experience creating entertainment products ranging from comics and illustration to video games and film. I would love the opportunity to work as part of a creative studio in a role that allows me to utilize my knowledge and skills and produce quality content. | | |
| **Skills** | | |
| * Advanced knowledge of anatomy, perspective and color theory * Deep knowledge of the design process and love for the research * Knowledge of Photoshop (expert level), Blender, zBrush, Maya. * Experience in Visual Development of entertainment projects, story development, scriptwriting and visual storytelling with several published graphic novels. * Speaks two languages: English and Greek(native). Beginner in French | | |
| **Career Summary** | | |
| **Lead Concept, Game and Marketing Artist**  Fuzzy Critters by PCG – Montreal, Canada | **2016 - 2018** | |
| *Responsibilities*   * Lead manager concept designer, game artist and Art Director on the mobile game Fuzzy Critters * Researched, analyzed and defined the product and assessing the competition. * Target group and the requirements research from the game design department, technical limitations given from the programming side of development. * Refined the product through iterations while keeping up with the release schedule. * Developed the IP for TV in the form of a show. * Marketing Ads development for PCG & Fuzzy Critters * Fuzzy Critters Android: [Link](https://play.google.com/store/apps/details?id=com.peoplecorp.fuzzycritters&hl=en), Official Site: [Link](https://www.fuzzycritters.com/) | | |
| **Concept & Game Artist**  Moribund by Traptics | | **2016 - 2016** |
| *Responsibilities*   * Look and feel optimization based on market research and user behaviour. Fun factor definition. * Produced concept art, character and environment assets * Moribund Steam: [Link](https://store.steampowered.com/app/500790/Moribund/) | | |
| **Concept Artist**  Peace Off - Tamasenco | | **2015 - 2015** |
| *Responsibilities*   * External expert associate for game development Peace Off. * Concept create creating over pencil sketches for isometric map. * Prop designs clean up. | | |
| **Illustrator**  *Ophidian Games USA* | | **2015 - 2015** |
| *Responsibilities*   * Character concept design for Sci Fi themed miniature table top game | | |
| **Illustrator**  ARH Studios USA | | **2015 - 2016** |
| *Responsibilities*   * Production of polished cover illustrations for the studio’s flagship titles: Arhian, Queen of Vampires and Astria. | | |
| **Cover Artist**  The Fang, AAM & Markosia - London | | **2012 - 2013** |
| *Responsibilities*   * Cover artist, painter, graphic designer and letterer. * Worked in a small team where attention to detail as well as flexibility-agile methods were crucial. | | |
| **Designer**  Freelance – Athens, Greece | | **2006 - 2012** |
| *Responsibilities*   * Worked in numerous companies in Athens as a graphic designer, comics artist and illustrator. * Client engagement management & business requirements analysis * Ideation and brainstorming for client, as well as designing of final products. * Role high level description: * Analyzing the requirements * Proposal drafting and submission including design, cost, preliminary sketches and time management * Managing ongoing amendments and agreeing with the client * Submitting final work and ensuring complete satisfaction | |  |
| **Education and Qualifications** | | |
| **Concept art-specific courses**  Syn Studio – Montreal, Canada | | **2019** |
| **BA in Graphic Design**  Technological Education Institute – Athens, Greece | | **2011** |
| **Interests** | |  |
| Unusual video games and analysis of gameplay. Writing screenplays, making horror and sci fi comics, watching movies and shows, cooking. | |  |