www.linkedin.com/in/martinarts
(LinkedIn)
www.martinarts.com/scott
(Portfolio)

Top Skills

Zbrush
3D Studio Max
Photoshop

Certifications

3ds Max Professional Certification

Scott Martin

Senior Character Artist at BigBox VR
Seattle, Washington, United States

Summary

Professional 3D Artist with production experience on 14 shipped titles. Extensive experience with 3d modeling, sculpting, texturing, rigging, animation, and particle effects, for creatures, characters and environments.

* CAREER HIGHLIGHTS *
- Emmy-nomination for FirstMan VR
- Emmy-nomination for Spider-Man: Homecoming VR

Worked with Create Advertising, Sony, Universal, Microsoft, Aces Game Studio, FXVille, Flying Lab, Airtight Games, National Geographic, Mercedes, Ballena Technologies, and FigurePrints.

• Task driven, self-motivated, and detail-oriented. Know how to get the job done.
• Work well under deadline and in collaborative environments.
• Taking concepts all the way through to production.
• Solid understanding of modern game art and VR development.
• Proficient in Unreal Engine 4, 3ds Max, ZBrush, Maya, Substance Painter, Substance Designer, Photoshop, Unity, and Topogun.
• Proficient with Unreal Engine Cascade for Particle Effects.
• Experience with skeleton, body rig, and facial rig creation.
• Able to effectively work with engineers to design tools with UE4 blueprints.
• Extensive experience with preparing 3d art for printing.
• Able to effectively evaluate production issues, define criteria, and document the process.
• Excellent communication, time-management, interpersonal and organizational skills.

A self-manager who effectively uses internal and external resources to get the job done. Results-oriented in establishing and maintaining efficient production pipelines following strict technical specifications.

Experience

BigBox VR
Senior Character Artist
September 2020 - Present (2 years 8 months)

Developing character art for VR.

Martin Arts
Senior 3D Artist
January 2006 - Present (17 years 4 months)
Greater Seattle Area

3D Production Art for Game, VR, and Film projects. Concept to completion
solutions for creatures, characters and other 3D assets.

CreateVR
Character and Senior 3D Artist
June 2016 - June 2019 (3 years 1 month)
Los Angeles

3D Artist on Spider-Man, Far From Home VR. Environment and FX artist on
the Emmy-nominated FirstMan VR Experience. Character and Environment
Artist for Skyscraper VR. Character Artist for the Emmy-nominated Spider-
Man: Homecoming VR Experience. Created VR character for Vulture, as well
as FX, animations and custom props. Character Artist for Ghostbusters VR
experience. Created VR characters for Slimer and Mayhem, and the 3d player
gloves. Developed a variety of custom ghosts for gameplay.

Airtight Games
Character Artist
August 2012 - August 2013 (1 year 1 month)
Redmond, WA

Developed character assets for the AAA title, Murdered: Soul Suspect.
Responsible for testing and helping evolve proprietary tools for wrangling
character assets. Sculpted period clothing for historical characters. Created
numerous clothing models for male and female NPCs. Sculpted and textured
alien tentacles. Streamlined texture art processing for character materials.
Developed a playable library of over 200 characters in Unreal, for designers to
use in all levels.

DigiPen Institute of Technology
Faculty, 3D Production

January 2011 - December 2012 (2 years)
Redmond, WA

Instructor for 3D Production and 3D Animation classes.

Nation9
Digital Artist
February 2012 - July 2012 (6 months)
Kirkland, WA

Developed 2d and 3d art for multiple Android applications, using Unity3d, 3ds Max, and Photoshop. Created method for highlighting text as voiceover audio played.

Microsoft
Senior 3D Artist
2006 - 2007 (1 year)

Led a project to develop over 800 structures for Aces Game Studio's Flight Sim X. Also worked on the FSX expansion pack, as well as 100 structures for Virtual Earth.

Art Institute of Seattle
Academic Director
2003 - 2006 (3 years)

Director of the Animation department of 350+ students. Full time. Helped organize two animation festivals, and was a leader in bringing industry professionals to the school to talk with students. Managed 11 instructors and scheduled 35+ classes each quarter. Taught modeling, animation, and production techniques to Bachelor and Associate level students.

ViOS
Art Director
1999 - 2001 (2 years)

Coordinated and developed 3d artwork for the production of a 3D internet browser. Learned the process of developing art for a custom engine. Worked with custom tools to create an expansive terrain for users.

Interactive Magic
3D Artist
1995 - 1996 (1 year)

Created 3d models, 2D icons, cinematics, and animations for 4 PC titles: Star Rangers, Capitalism, F16 Fighting Falcon, and Civil War; From Sumter to Appomattox.

School of Communication Arts
Instructor
1993 - 1995 (2 years)
Instructor for Computer Art and Animation

Education

Gnomon School of Visual Effects
Creature Modeling · (2017 - 2017)

FuturePoly
Digital Art, ZBrush for Games · (2011 - 2014)

Visualarium
Character Design · (2012 - 2012)

Anatomy Tools
Workshop, Creature Sculpting · (2010 - 2011)

CG Society
Character Creation · (2009 - 2011)