Martin **Durhuus**

TECHNICAL ARTIST · PIPELINE/TOOLS DEVELOPER

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Summary

My strongest point seems to be adaptability. From creative work to automating pipelines, to pushing tools to the web. I thrive on learning, and working towards user-centered development. The last year or so, I have pushed towards publishing any tool or interface to the web. It is the fastest and least error-prone approach to reach your audience. It seems like the most natural way forward, if what you are making has an end-user. The internet is probably the fastest installer there is.

Education

Aalborg University   *Aalborg, Denmark*
B.S. IN MEDIALOGY   *2013 - 2016*

Experience

Reto-Moto   *Copenhagen, Denmark*
TECHNICAL ARTIST   *Sep 2018 - Feb 2020*
- Developed automated render pipeline to optimize iterative workflow in a content creating environment.
- Designed and developed modular approaches to solve creative problems. Improved future content creation.
- Built and maintained an internal Django web app that collects a lot of useful game data information, which is used daily by several people in the office.
- Developed QT app for Maya to help artists browse content.

Arura Digital   *Aalborg, Denmark*
TECHNICAL ARTIST   *Sep 2017 - Jun 2018*
- Developed pipeline/tech-stack that enabled content production for AR/VR.
- Taught and instructed artists in content creation for AR/VR pipeline.

StonePlant Studios   *Aalborg, Denmark*
LEAD ANIMATOR (CO-FOUNDER)   *May 2015 - Apr 2017*
- Created art and animations for mobile games.
- Implemented content and maintaining content pipeline.
- Various micro tools to help speed up content production.
- Published a Mobile Game (Justin Space) featured in Google Play Store.

Projects

Feastly (github.com/martindur/feastly · feastly.techjanitor.org**)**
PERSONAL
- A web app running Django framework and a PostgreSQL database.
- Running through a Docker container in a shared network with Nginx.
- Served on subdomain through Nginx as reverse-proxy.

UnderlordsAPI (github.com/martindur/underlordsAPI · underlords.techjanitor.org**)**
PERSONAL
- A small Flask RESTful API that serves meta data from the game Dota Underlords.
- Running through a Docker container in a shared network with Nginx.
- Served on subdomain through Nginx as reverse-proxy.

Substance Bake Tool (github.com/martindur/substance_bake_tool**)**
PERSONAL
- A tool written in Python to utilize the Substance Automation Toolkit to batch bake textures. Useful for processing many assets at once, and doing multiple bakes per asset.

Game Baker (github.com/martindur/game_baker**)**
PERSONAL
- A Blender3D Add-on written in Python, to assist in the process of baking textures in the open-source 3D software.