



3D ARTIST

ISAAC MARTIN

CONTACT INFO

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PORTFOLIO

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[ArtStation](#)

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AWARDS & ACHIEVEMENTS

- Nomination of the game "ADroneLine" to 'Best Online Competitive Video Game' award in PlayStation Talents Awards 2017 as finalist.
- Awards and nominations to the short film "Droneworld".

LANGUAGES

- Spanish - Native
- Catalan - Native
- English - B2 (Upper Intermediate)

PUBLISHINGS

- Paper Spaceship (Windows Phone) + 10 reskins.
- Paper Spaceship V2.0 (Android)
- Droneworld (Short film)

WORK EXPERIENCE

LEAD ARTIST - (Personal Project)

03.2018 – 03.2020

Production of the short film "Droneworld" as director, Lead Artist, and 3D animator. Concept art, sketches and storyboard of the scenes. Modelling and texturing of characters, props and environments/scenes. Setting up scenarios and scene rendering. Team management.

Achievements: Award-winnings and nominations in several festivals, and acquisition of experience in audiovisual production

GAME DESIGNER, Freelance (Boombox)

05.2018 – 06.2018

Specific commission of design of two video games for smartphone with integration with Alexa and Google Home including blockchain technology. Tasks: Market study, operation research and skills of both technologies, blockchain research, game design, screen flow, UI, look and feel, monetization, mechanics and presentation to customer.

Achievements: Delivering in one month of the designs with all games documentation ready for production.

LEAD ARTIST / GAME DESIGNER (Dinamita Works)

10.2016 – 03.2018

Team Leader of the studio. Development of "ADroneLine". As unique artist, I created all art of the entire game: drones, props, environments, assets, particle systems, materials and the implementation in Unreal Engine, from scratch to achieve a playable demo. Also, mechanics, game design as well as the team management.

Achievements: Nomination in PlayStation Talents Awards 2017 for Best Competitive Online Videogame. Playable demo of the videogame with very good reviews from the players.

2D/3D ARTIST (BRB Internacional)

09.2013 – 06.2014

I started when I was still a student. Invent, design and develop a video game (working with another internship programmer). Concept Art, 3D modeling, uvmapping and texturing of all video game objects. Creation of all art, game design and mechanics.

Achievements: Completion of the game art, problem solving learning, collaboration with other departments.

EDUCATION

Bachelor of Arts in Videogame Design and Development

ESNE | University School of Design, Innovation and Technology. (2011 – 2017)

Development and launching of several mobile videogames for Android and Windows Phone.

PROFESSIONAL SKILLS

3D MODELING DIGITAL SCULPTING, TEXTURES, 3D ANIMATION, LEVEL DESIGN, CONCEPT ART, RENDERING, PARTICLE SYSTEMS, LIGHTING, UVMAPPING, RETOPOLOGY, GAME DESIGN, GRAPHIC DESIGN, ORGANIZATION, COMUNICATION, TEAM-WORK, TEAM MANAGEMENT.

SOFTWARE PROFICIENCY

• 3ds Max · ZBrush · UVLayout · Marmoset Toolbag · Topogun · Substance Painter · Adobe Photoshop · Adobe Illustrator · Unreal Engine · Unity · CrazyBump · XNormal · Mental Ray · V-Ray · World Machine · Construct · Megascans · Adobe Audition · Pro Tools · Adobe Premiere · Adobe After Effects

KEY SOFTWARE SKILLS

3Ds Max	<div style="width: 90%;"><div style="width: 90%;"></div></div>	Unreal Engine	<div style="width: 85%;"><div style="width: 85%;"></div></div>	3D Modeling	<div style="width: 95%;"><div style="width: 95%;"></div></div>
ZBrush	<div style="width: 80%;"><div style="width: 80%;"></div></div>	Photoshop	<div style="width: 75%;"><div style="width: 75%;"></div></div>	PBR Materials	<div style="width: 90%;"><div style="width: 90%;"></div></div>
UV-Layout	<div style="width: 95%;"><div style="width: 95%;"></div></div>	Marmoset	<div style="width: 85%;"><div style="width: 85%;"></div></div>	UV-Mapping	<div style="width: 95%;"><div style="width: 95%;"></div></div>
Substance	<div style="width: 85%;"><div style="width: 85%;"></div></div>	Topogun	<div style="width: 90%;"><div style="width: 90%;"></div></div>	3D Animation	<div style="width: 95%;"><div style="width: 95%;"></div></div>

HOBBIES AND INTERESTS

Video games · Music · Movies · Sci-Fi, futurism and related · Reading books/comics · New Technology · 3D art · Skill s improvement · Vehicles · Astronomy/Cosmology · Science