



GUS MARTIN

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ABOUT GUS MARTIN IS A GAME DEVELOPER. A DESIGNER OF FUTURE THINGS, GUS HAS WORKED ON SEVERAL PROJECTS IN VARYING CAPACITIES, INCLUDING BUT NOT LIMITED TO GAME PROGRAMMER, 3D ARTIST, DESIGNER AND TECHNICAL ARTIST OVER THE COURSE OF HIS TIME IN THE INDUSTRY. WITH A STRONG UNDERSTANDING OF PSYCHOLOGY AND SEMIOTICS, HE HAS DESIGNED AND BUILT GAMES ACROSS A WIDE VARIETY OF GENRES - FROM ADVENTURE GAMES TO BOARD GAMES BENT ON WORLD DOMINATION.

EXPERIENCE **ELECTRONIC ARTS CANADA** **MARCH 2013 - DECEMBER 2013**

TECHNICAL ARTIST - CONTRACT
OVERSAW ART PIPELINES FOR FIFA 14 AND FIFA MANAGER 14, WORKED CLOSELY WITH ARTISTS AND MANAGERS IN DEVISING THE PROCESSES USED FOR DELIVERY AND TESTING OF THE ART ASSETS, FORMED THE BRIDGE BETWEEN THE ART TEAM AND THE GAME TEAM, CREATED TOOLS TO HELP SPEED UP THE ARTIST WORKFLOW, AUTOMATED PART OF THE CONTENT GENERATION PROCESS AND FIXED BUGS THAT PERMEATED AREAS OF THE PIPELINE, AS WELL AS COORDINATED WITH OUTSOURCING TEAMS IN ROMANIA.

- GAMES:
- FIFA 14
 - FIFA MANAGER 14
 - NHL 14 (SUPPORTING OTHER TECHNICAL ARTISTS)
 - UFC (SUPPORTING OTHER TECHNICAL ARTISTS)

VICTORY SQUARE GAMES **SEPTEMBER 2013 - DECEMBER 2013**

DEVELOPMENT CONSULTANT - CONTRACT
DEvised THE BASIC RULES FOR THE GAME USING A PAPER PROTOTYPE AS A BOARD GAME, ITERATED ON THE RULES BY PLAYTEST AND MADE RECOMMENDATIONS AS DEVELOPMENT OF THE UNITY VERSION OF THE GAME WENT UNDERWAY.

- GAMES:
- GOVERNMENTAL

BOXIMALS STUDIO **DECEMBER 2012 - MARCH 2013**

LEAD PROGRAMMER AND SYSTEMS DESIGNER - CONTRACT
DESIGNED THE MAIN FEATURES OF THE GAME AND PROGRAMMED THEM USING C# AND UNITY, COLLABORATED WITH THE ART DIRECTOR IN CREATING THE ART PIPELINE, RESPONSIBLE FOR THE INTEGRATION OF ALL THE CONTENT IN THE GAME.

- GAMES:
- PAWCHO SAVES THE ABCs

VANCOUVER FILM SCHOOL **JANUARY 2012 - DECEMBER 2012**

LEAD PROGRAMMER, DESIGNER, PROJECT MANAGER - SCHOOL
DURING MY YEAR AT VFS, I'VE WORKED DIFFERENT ROLES IN DIFFERENT PROJECTS. MANAGED A TEAM OF 4 PEOPLE, PROGRAMMED GAME ENGINES IN BOTH FLASH AND UNITY3D, MODELED ENTIRE GAME LEVELS FROM SCRATCH USING UDK, DESIGNED GAMEPLAY SYSTEMS, PROVIDED HELP AND DIRECTION TO OTHER STUDENTS, TEACHING THEM HOW TO OPTIMALLY USE UNITY AND FLASH.

- GAMES:
- A TRAITOR'S BLADE: VIDEO GAME COMIC
 - JACK (WON BEST FLASH GAME AWARD AT VFS GAME DESIGN AWARDS)
 - DAISY

DOMUS ID **AUGUST 2010 - JANUARY 2011**

ASSISTANT DESIGNER, 3D MODELER - CONTRACT
ASSISTED THE LEAD DESIGNERS WITH THE DEVELOPMENT OF PROJECTS FOR THE PROPOSALS, TRANSLATED THEIR RENDERING CONCEPTS INTO FUNCTIONAL 3D MODELS, HELPED IN CREATING REALISTIC RENDERINGS FOR CLIENTS.

FUNDAÇÃO ARMANDO ALVARES PENTEADO **OCTOBER 2007 - AUGUST 2010**

COMPUTER SCIENCE ASSISTANT - CONTRACT
PRESENTED LECTURES IN GAME DESIGN, CREATED AND MAINTAINED THE SCHOOL'S SECOND LIFE VIRTUAL CAMPUS, MODELLING AND TEXTURING ALL 6 SCHOOL BUILDINGS AND SURROUNDING ENVIRONMENT USING THE IN-GAME EDITOR, AS WELL AS SCRIPTING CUSTOM BEHAVIOUR UTILIZING SECOND LIFE'S PROPRIETARY LANGUAGE.

FREELANCING

AUGUST 2008 - PRESENT

3D MODELER, RENDER ARTIST - CONTRACTS

WORKED PRIMARILY WITH STUDENTS AND SMALL DESIGN FIRMS AROUND MY NATIVE BRAZIL, AS WELL AS SOME CLIENTS AROUND THE WORLD. PROVIDED THEM WITH ACCURATE 3D MODELS OF THEIR OBJECTS, HIGHLY DETAILED TECHNICAL DRAWINGS AS WELL AS HIGH QUALITY PRODUCTION RENDERINGS OF THEIR PRODUCTS. ALSO ACTED AS DESIGN CONSULTANT ON OCCASION, ON BOTH PHYSICAL AND DIGITAL PRODUCTS.

DATALEGIS

FEBRUARY 2007 - JUNE 2007

PIPELINE TECHNICIAN - CONTRACT

DAILY INTEGRATION OF CONTENT INTO THE COMPANY'S PIPELINE, TROUBLESHOOTING BUGS FOUND BY CLIENTS, HELPED IN TRAINING NEW EMPLOYEES ON THE SOFTWARE, DAILY REVISION OF CONTENT SUBMITTED BY OTHER EMPLOYEES.

INDEPENDENT

JANUARY 1999 - PRESENT

PROGRAMMER, 3D MODELER, DESIGNER

STARTED IN THE GAME INDUSTRY BY CREATING LEVELS FOR QUAKE 3, USING BOTH Q3RADIANT AND GTKRADIANT, GOING AS FAR AS GETTING ONE OF MY LEVELS FEATURED ON THE THEN POPULAR WEBSITE WWW.QUAKEQUAKEQUAKE.COM. SWITCHED OVER TO 3D MODELLING USING SOFTWARE LIKE ZMODELLER, BLENDER AND 3D STUDIO MAX AND STARTED MAKING CAR MODELS FOR THE GTA SERIES, AND ADDING THEM IN-GAME AS WELL AS SCRIPTING THEIR BEHAVIOUR, WITH OVER A MILLION DOWNLOADS ACROSS ALL MY RELEASED MODELS. ASSISTED SMALL MODDING TEAMS WITH MODELLING 3D OBJECTS AND SOME TEXTURING WORK.

TOOLS**3D MODELLING**

3D STUDIO MAX - 8 YEARS
MAYA - 2 YEARS
BLENDER - 1 YEAR
SOLIDWORKS - 4 YEARS
RHINOCEROS 3D - 6 YEARS
V-RAY - 3 YEARS

PROGRAMMING

C# - 3 YEARS
C++ - 2 YEARS
PYTHON - 2 YEARS
MEL - 1 YEAR
ACTIONSRIPT - 3 YEARS
LUA - 1 YEAR
JAVASCRIPT - 1 YEAR
OBJECTIVE-C - 1 YEAR
SHADERLAB - 1 YEAR

EXTRAS

PHOTOSHOP - 6 YEARS
UDK - 2 YEARS
MS OFFICE - 15 YEARS
FLASH - 3 YEARS
PRODUCT DESIGN - 5 YEARS
UNITY3D - 2 YEARS
SOURCE - 1 YEAR
MOBILE - 2 YEARS
ANDROID - 2 YEARS
XCODE - 2 YEARS

EDUCATION VANCOUVER FILM SCHOOL

ONE YEAR GAME DESIGN COURSE
JANUARY 2012 - DECEMBER 2012

FUNDACAO ARMANDO ALVARES PENTEADO

BACHELOR'S DEGREE IN INDUSTRIAL DESIGN
AUGUST 2007 - AUGUST 2011

FUNDACAO EDUCACIONAL INACIANA

MECHANICAL ENGINEERING (INCOMPLETE)
JULY 2005 - DECEMBER 2006

LANGUAGES FLUENT

PORTUGUESE
ENGLISH

INTERMEDIATE

SWEDISH
SPANISH

BEGINNER

FRENCH
GERMAN
JAPANESE

REFERENCES AVAILABLE UPON REQUEST