

JAKE MARTINEZ

Technical Artist / 3D Generalist

polyprimate.com | jake.martinez@gmail.com | (702) 466-3177

Summary

With over 13 years experience working in the 3d motion graphics industry, I bring a strong passion for new technologies. Constantly expanding my toolset allows me to speed up workflow and stay current with industry trends and styles. As a team player I am able to share techniques, deliver a cohesive product with top notch results, and thrive in deadline-driven environments while working within budget requirements.

Experience

Sr. Motion Designer | INHANCE DIGITAL 01/16 - 06/17 | Los Angeles, CA

Working closely with the internal team and clients to create vision, conceive designs, and consistently meet deadlines. My duties included managing hardware setups, software setups, post workflow and video format standards for deliverables.

- Successfully executed experiential and large format graphics from concept through completion for clients like Boeing, Audi, GE, Raytheon, and Amgen.
- Preparing and optimizing 3D models and UV setups for real-time and AR applications in addition to pre-rendered 3d content and 2d stereo playback.
- Developing assets, pipeline, tools and folder structure for VR projects in fast-paced production environment, such as VR sculpting to be used in prototyping ideas for game levels.

Sr. Motion Designer | FISHEGGS.TV 02/09 - 09/16 | Los Angeles, CA

While at this company I produced a variety of tv show main titles, in-show graphics and commercials from concept through completion. Developed tools and rigs for fast turn around deliveries.

- 3D modeling, UV setup, model optimization and cad model conversion.
- Camera tracking, screen replacement, rotoscoping, color correction, VR post effects.
- Created terrain data for map explainer animations and water and fire simulations for post integration.
- Developed custom motion capture pipeline setup using off the shelf tools for capture sequencing.

Motion Designer | MEDIA UNDERGROUND 02/05 - 01/09 | Las Vegas, NV

Worked on a variety of graphics for casino video billboards, promotional videos, internal marketing video and commercials for Bellagio, MGM Grand and other major casino attractions.

Technical Proficiency

3D Tools: Cinema 4D, X-Particles, Maya, 3dsmax, Zbrush r8, Unfold 3d, Basic Houdini, Agisoft Photoscan, HDRI light Studio, Octane Render, Arnold Render, Cycles 4D, Krakatoa, Realflow, Craft Animation Tools, Speedtree, Python Script for C4D, Xpresso Rigging

Post Tools: Deadline 8, Fusion8, After Effects, Various 3rd party plugins: Element 3D, Revision Suite, frischluft suite, Red Giant suites, Sapphire Tools, Skybox VR Suite, Mocha Pro
Hardware setup for external multi-gpu render workstations.

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Education

Bachelor of Arts in Animation, Art Institute Las Vegas, 2001-2003.