

Martin de Graaf

MATERIAL ARTIST

Vila Real de Santo António, Portugal

Mail: contact@martindegraaf.com

Portfolio: www.martindegraaf.com

SOFTWARE PROFICIENCY

Substance Designer

Substance Painter

Autodesk Maya

Adobe Photoshop

Adobe Premiere

Marmoset Toolbag

Unreal Engine

Blender

ZBrush

EDUCATION

Bachelor of Science

Communication and Multimedia Design

Noordelijke Hogeschool Leeuwarden,

The Netherlands

2011 - 2016

PUBLICATIONS

80 Level - Breakdown Feature

80 Level - RFP Artist Feature

Freelance Material Artist | 06/2017 - Current

- Creating flexible Substance materials in Substance Designer for clients with varying use cases and personal storefronts.
- Exp Productions: Worked together with a team of artists to complete a community showcase environment.

Community Manager - The DiNusty Empire
(Online Art Community) | 05/2018 - Current

- Managing an online art community open to artists of any level to improve and push each other in reaching their goals.
- Talking with people within the community on a daily basis, gathering feedback, discussing with the moderation team and implementing features to improve the community.
- Organizing/hosting community challenges and events along with other communities.
- Brand development and social media management.
- Pushing community based learning forward.

3D Intern - Bigpixel Animationstudio | 02/2015 - 07/2016

- Modeling and texturing of props and scenes for TV, explainer videos, music videos and commercials.
- Preparing animatics for outsource character animators.
- Animating characters and polishing of shots that returned from outsource.
- Compositing of shots, rendering and post editing of projects.