



Character Art

Creature Art

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EXPERIENCE

- **Character Artist** for EA
2023-2024
- **Character Artist** for Sony
2022-2023
- **Character Artist** for BrainZoo Studios
2022
- **Character Artist** for Snapchat
2021
- **Tutor** for SBCC Games (UE4) Class
2020 - 2021

SOFTWARE

MODELING

- Z Brush
- Maya
- Marvelous Designer
- Topo Gun

TEXTURING

- Substance Painter
- Substance Designer
- Mari
- Photoshop

RENDERING

- Unreal Engine
- Frostbite
- Marmoset Tool-bag
- Keyshot
- Vray

UTILITY

- Metahuman
- Perforce
- Shotgrid
- Slack
- MS Suite

EDUCATION

- **BFA Digital Production for Games**
Gnomon | 2018 - 2021
- **GE College Classes**
SBCC | 2016 - 2017

SKILL TREE

SUMMARY

- Employed as a Character Artist for EA and Sony IPs. Modeled and textured character assets. Built both materials in SD and SP for team use on project. Built In game Master Materials for final lookdev and assembly in Unreal Engine.
- Employed as a Character artist for AR game asset production. Modeled and textured low poly optimized assets for mobile devices.

CHARACTER PRODUCTION

- Sculpting anatomically accurate organic forms with Z Brush.
- Advanced fundamental understanding of both human and animal anatomy.
- Understanding multiple pipelines for modeling / texturing clothing, armor, skin, and hair.
- Systematic approach to building tools for texturing using Substance Designer and Painter.

CREATURES & DESIGN

- Integrate both humanoid & animal anatomy to create believable hybrid creatures.
- Evaluate cultural symbolism & mythology for meaningful application of patterns within design.
- Art focused on gritty realism & dark fantasy.
- Focus on real world reference when building assets to push the fantastical to a believable state.