LARS MARTINSSON, CHARACTER ARTIST

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Objective

To excel within my trade as a modeler and texture artist, while being a dedicated team player.

Experience

January 2015 – Present: Modeler at Industrial Light & Magic, Singapore, Singapore

Kong: Skull Island, modeled one of the creatures, environment assets and created blend shapes, muscle flexes and anatomy corrections on shots for the creatures (including Kong)

The Great Wall, modeled environments, digi-doubles and buildings. I was also responsible for setting up and maintain various sets/environments from the modeling side.

Warcraft: The Beginning, created blend shapes, muscle flexes and anatomy corrections on shots for the numerous characters and creatures in the movie.

August 2014 – December 2014: Lead Character Artist at Crytek, Frankfurt, Germany

Worked on Hunt, a third person action game, leading a team of character artists. Was responsible for the pipeline, production and visual quality of the games characters. In addition to this I was also involved in creating VR demos, either hands on or overseeing the characters creation processes.

March 2013 – July 2014: Senior Character Artist + Acting Lead at Crytek, Frankfurt, Germany

Worked on Ryse, a release title for Xbox One. Modeled and textured Damocles, playable main character in one of the levels and a cinematic/story character. Also helped out with other tasks/assets including the games main character Marius, where I modeled and textured the leather and cloth parts. New technology I worked with on this project includes physically based shaders and in-game cloth simulation.

After the Ryse production (September 2013) I was Acting Lead Character Artist for an unannounced and now canceled project, testing and reviewing future pipelines, including using Mari for texturing.

September 2010 - February 2013: Character Artist at Crytek, Frankfurt, Germany

Worked on Crysis 3, I was mainly responsible for the modeling and texturing of the aliens. In addition I also modeled and textured the body for one of the three story characters, textured all the human rebels and maintained other character assets. Started to work on Ryse early 2013.

February 2009 - August 2010: Junior Character Artist at Crytek, Frankfurt, Germany

Worked on Crysis 2, was responsible for the modeling and texturing of the aliens. I also assisted other team members (modeling civilian heads, texturing, creating LODs etc.).

May 2008 - June 2008: Intern at Avalanche Studios, Stockholm, Sweden

Worked on a title that got canceled. Mainly modeling and texturing houses.

November 2007 - April 2008: Intern at Massive Entertainment, Malmö, Sweden

Served as a character artist on their cinematic's team. Modeled and textured one of the story characters for World in conflict: Soviet Assault, plus I did some other generic characters/props.

Additional

August 2014: SIGGRAPH presentation: "Building an empire: asset production in Ryse", Vancouver, Canada

Held a presentation together with Christopher Evans and Sascha Herfort about technology/ pipelines developed and used for asset production on "Ryse: Son of Rome". My part covered character creation and pipelines.

http://www.crytek.com/cryengine/presentations/building-an-empire-asset-production-in-ryse

May 2014: Judge for CG Student Awards

Reviewing and rating student entries for the "Next-Gen Games" category. CG Student Awards is the largest awards dedicated to students within games/VFX.

http://www.cgstudentawards.com/

Education

2006 - 2008: Digital Graphics at School of Future Entertainment, Karlshamn, Sweden

School focused on 3D for Games and Movies.

2004 - 2006: Creative Programming at University of Gävle, Sweden.

School focused on 3D and programming.

Software: Maya, 3DS Max, Zbrush, Mari, Photoshop, NDO/DDO, Cryengine 3, Mudbox, Marvelous Designer, SpeedTree, xNormals

Languages: Swedish (fluent), English (fluent)