

FRANCOIS MARTIN – 3D ARTIST

CONTACT	SKILLS	EMPLOYMENT
<p>T: 0468 609 894 E: franck.martin3d@gmail.com Visa : valid work permit under Australian Bridging visa A Nationality: Canadian</p>	<p>3D ARTIST / QUALITY ASSURANCE <i>Modeling</i></p> <ul style="list-style-type: none"> - High and low resolution models - High quality normal maps for in game use. - Use zbrush to sculpt details on models <p><i>Texturing</i></p> <ul style="list-style-type: none"> - High quality textures by hand or from photo sources. - Generate quality maps, specular and normalmaps using Adobe Photoshop <p><i>Animation</i></p> <ul style="list-style-type: none"> - Animate using keys and custom made rigs - Build customs rigs - Skin assets <p><i>Post Production</i></p> <ul style="list-style-type: none"> - Enhance and edit images using Adobe Photoshop and After Effects <p><i>Quality Assurance</i></p> <ul style="list-style-type: none"> - Software and hardware troubleshooting skills - Bug writing experience - Use of DevTrack software - Use of Xbox neighborhood software 	<p>MODELER / ENVIORNMENT ARTIST - E3 production / C.A.E ,Montreal, Canada May 2012 - August 2012 (3 month contract)</p> <ul style="list-style-type: none"> - Working in a team oriented environment to create airports building from reference in tight deadline schedule. - Modelling Airport terminal and buildings for CAE aircraft simulators. - Creating textures maps for Airport terminal and buildings from reference. - Creating Level of details for airport building. .
<p>EDUCATION</p>		
<p>2009 Diploma in Digital Arts and 3D Animation (video games and animated movies) Desgraff Institute, Quebec, Canada</p>		<p>Quality Assurance / Game Tester - Electronic Arts, Vancouver, Canada July 2011 - October 2011 July 2010 – December 2010</p> <ul style="list-style-type: none"> - FIFA 11 NG Online Team Play tester. - Testing for online stability and online statistics bugs on the Xbox 360 and PlayStation 3 platforms. - Active 2.0 core team tester - Testing functionality and game play while using the Xbox Kinect controller - Use of Devtrack and Xbox neighbourhoods software.
<p>2003 Diploma in Computer Science Centre de Formation Professionnelle de l'Ouest-de-Montréal, Québec</p>		<p>Junior Modeler /Animator - Gener8 Digital Media Corp, Vancouver, Canada May 2011 – June 2011 (short term contract)</p> <ul style="list-style-type: none"> - Modeling and animating using Autodesk Maya for stereoscopic 3D conversion
<p>PORTFOLIO www.fm3d.info</p>	<p>TECHNICAL SKILLS</p> <ul style="list-style-type: none"> - Autodesk 3D Studio Max - Autodesk Maya - Adobe Photoshop & Adobe After Affects - ZBRUSH - XNormal/CrazyBump - Unreal Editor - Pegasus Creator Software <p>PERSONAL ATTRIBUTES</p> <ul style="list-style-type: none"> - Fluent in speaking and writing French and English - High work standards - Self motivating 	<p>3D Artist - Lukewarm Media (Indie game studio) October 2010 – December 2010 (freelance)</p> <ul style="list-style-type: none"> - Modelling and texturing environment assets from provided concept arts - Creating high quality Normal Map from High poly models to low poly models - Importing assets into the UDK game engines - QA testing game builds

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PROJECT

E3 Production Landmark Assets for Aircraft Simulators

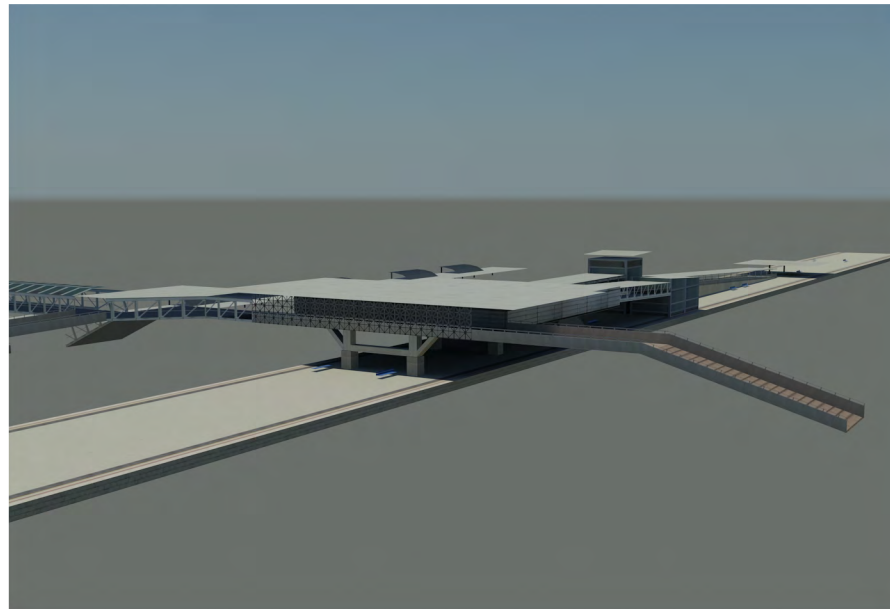
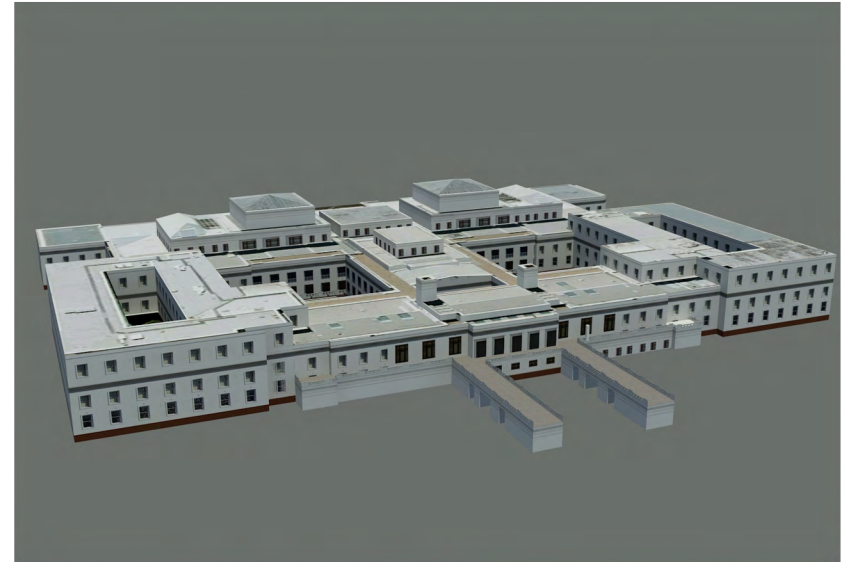
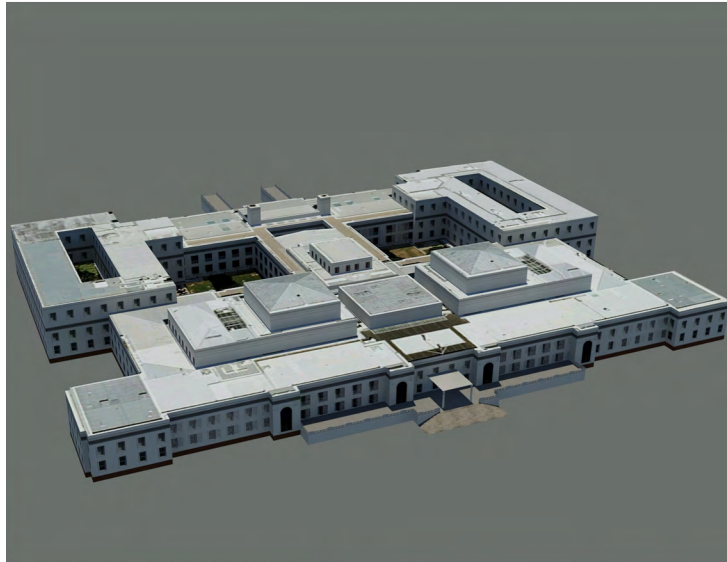
All assets were created on a low-polygons specification using in-house development pipeline.

All assets were created with real world reference and contain different levels of detail.

SOFTWARE USED

- Pegasus Creator Software
- 3D Studio Max
- Adobe Photoshop

PORTFOLIO



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PROJECT

E3 Production Aircraft Hangar Assets for Aircraft Simulators

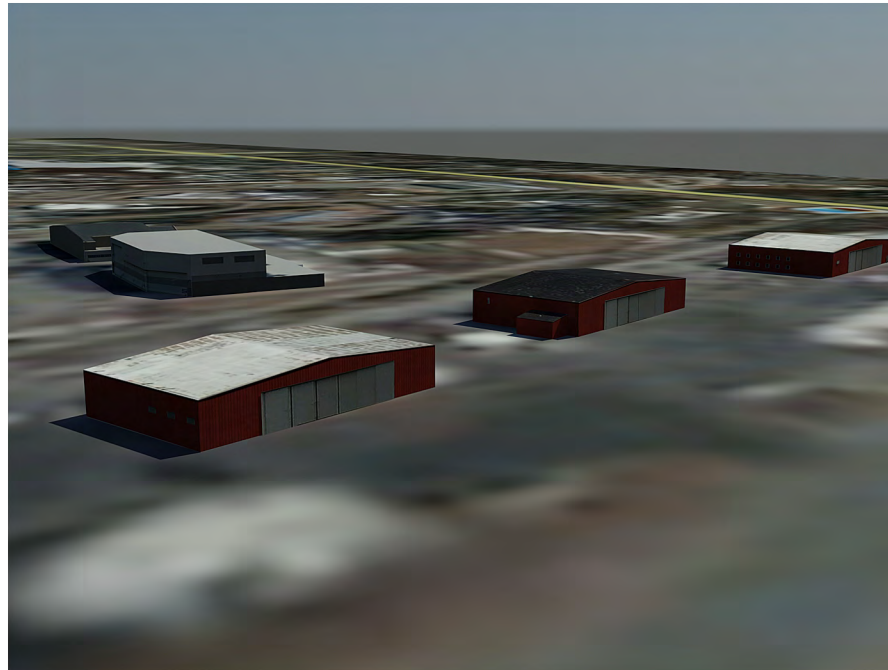
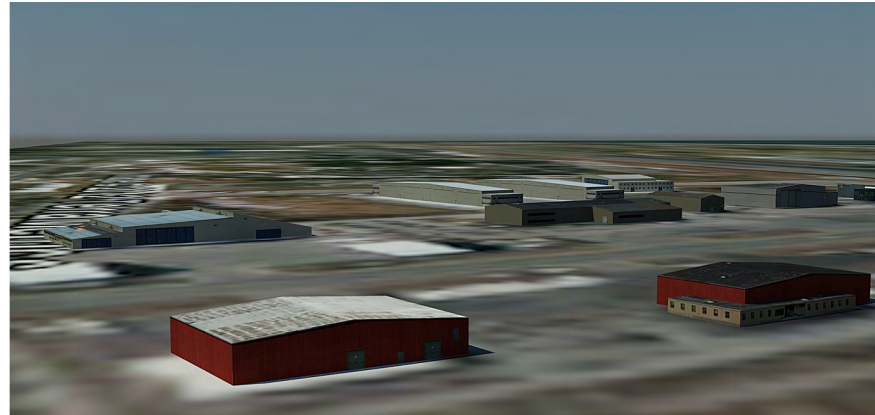
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SOFTWARE USED

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PORTFOLIO



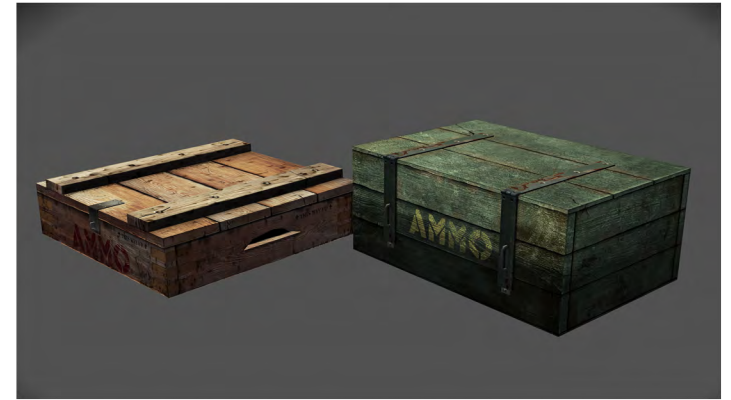
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PROJECT

Asset work created for the indie game project - Primal Carnage for Lukewarm Media.

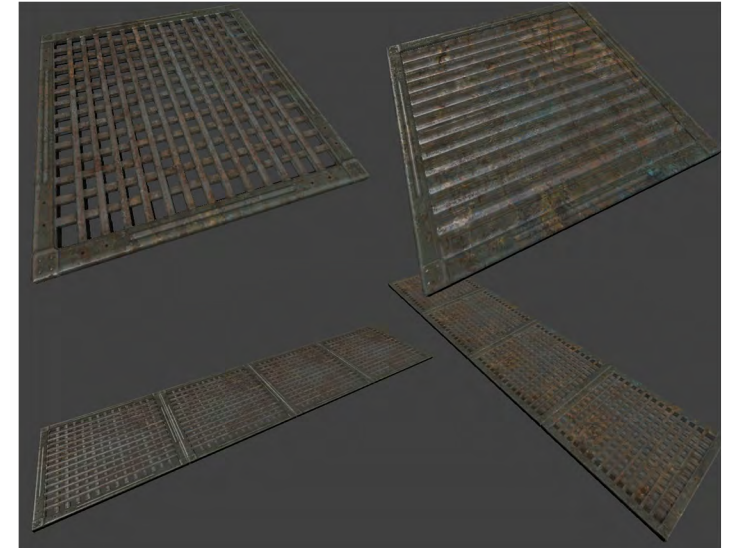
All assets were imported in UDK and sculpted using Mudbox software.

PORTFOLIO



SOFTWARE USED

- 3D Studio Max
- Autodesk Mudbox
- Xnormal
- Adobe Photoshop
- Crazy Bumps
- UDK



PROJECT

Final assignment for Diploma in Digital Arts & 3D Animation at Desgraff Institute, Quebec, Canada

World War II vehicles :

- Russian T-34 tank
- German Junkers Ju 87 Stuka.

Both vehicles are next generation specifications in term of polygons count and texture sizes.

The Russian T34 tank is rigged and has been animated for my 2010 Demo reel that can be viewed here <http://fm3d.info/WEBSITE7DEMO.html>

SOFTWARE USED

- 3D Studio Max
- Adobe Photoshop
- Xnormal
- Crazy Bumps
- Adobe After Effects

PORTFOLIO



PROJECT

High polygon modelling.

Assets were created and assisted with the study of high poly modelling. The assets were created so that edge control and edge flow could be practised and mastered.

SOFTWARE USED

- 3D Studio Max

PORTFOLIO

