

## Wesley Martin

Artist and Game Designer  
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I am an artist, writer and game designer. Classically trained at LCAD, I learned the fundamentals of figure drawing, sculpture and painting from life. I have played and analyzed video games for as long as I can remember, and my favorite hobby for the last few years has been designing board games. I am young, passionate about what I do, and willing to relocate for the chance to work with a great team.

### Experience:

- Artist at Golden Glitch on [Elsinore](#) March 2014 – Present  
Concept Art, Art Direction, and Environment Illustration  
3D Character Art
- Artist at Microsoft Studios October 2011 – June 2013  
I joined Microsoft as part of the college hire rotation program, working on several projects before landing in my permanent role. I then joined a research and development incubation group and worked on prototyping and development for the Microsoft HoloLens.
- [Microsoft HoloLens](#) 2012-2013  
Concept Art and Storyboarding  
Visual Development  
Rapid Prototyping of 3D Content  
UI Design  
Materials and Visual Effects
- Central Media (Unannounced Project) 2012-2012  
3D Character Prototyping and Iteration
- [Microsoft Flight](#) October 2011 – January 2012  
Model and Rigging for A6M2 Zero  
Textures and Materials for P-51 Mustang  
Redesign and UI Renders of Flight Instructor  
Art Pipeline Research and Documentation
- Artist at Rad Dragon Studios on [Shove Pro](#) September 2012 – January 2013  
All In-game models, textures and animations  
Promotional Art  
UI Sprites
- Art Director at Team Unchained on [Unchained](#) September 2010 – May 2011  
Art Direction and Visual Development  
Production and scheduling of the art team  
3D Character Model, Rigging and Animation
- Art Intern at Sony Online Entertainment on [The House of Thule](#) June 2010 – August 2010  
Concept art and Visual Development  
3D Character Modeling, Materials, Rigging and Animation for two mounts  
3D Models and Materials for a weapon set and four furniture sets

**Software:**

Photoshop / Painter

Topogun / 3D Coat

Unreal Development Kit / Unity

Team Foundation Server / Product Studio

Zbrush / Mudbox

3D Studio Max / Maya

Xnormal / Crazybump

Microsoft Visual Studio

**Skills:**

Concept Art / Visual Development

Human Anatomy, Silhouette and Form

High Poly Sculpting / Efficient Retopology

World Building / Ideation

Color Theory and Composition

Hard Surface Modeling

**Education:**

Laguna College of Art and Design

Game Art Major / Sculpture Minor

Bachelor's in Fine Arts 2007 – 2011

Bikram Yoga College of India

Certified Bikram Yoga Teacher

Teacher Training Fall 2013

**Other:**

Conference Associate (volunteer) at Game Developer's Conference '09, '10, '11, '13, & '15