

José M. Andrés Martín

CG Lead and Supervisor / Asset TD / Expert in RnD and Look Dev.

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WORK EXPERIENCE

- Apr. 2012 - Present **Psyop** (Los Angeles, USA) | **CG Lead and Supervisor / Specialized in RnD and Look Dev**
- Concerned about others education, mentor of part of the staff and teacher of several seminars
 - Developed a texturing pipeline that cuts down texturing time from 5 days to one
 - Lecturer at the Santiago and Bogota ACM SIGGRAPH events on behalf of the company
- Feb. 2010 - Apr. 2012 **The Mill** (London, UK) | **CG Lead and Supervisor / Senior Generalist**
- Started as senior generalist / lighting TD. Also worked as tool developer
 - CG Lead of the "Comfort" campaign, having supervised up to 4 teams of up to 15 artists each
- Jan. 2008 - Dec. 2009 **Nexus Productions** (London, UK) | **Senior Generalist**
- Full understanding of the entire creative and productive process, from design to final product
 - Work with complex pipelines
 - Expert in shading, lighting and rendering with V-Ray and Brazil
- Jul. 2006 - Jan. 2008 **RealtimeUK** (Lancashire, UK) | **Generalist**
- Constantly looking for ideas to benefit the company (marketing, ALE meetings, etc)
 - Mentor of the new crew, teaching them about pipeline and how to improve their productivity

PUBLICATIONS

- 2013, Australia "Stretch" - EXPOSÉ 11 (Ballistic Publishing)
- 2013, USA "Industrial V2" - 3ds Max 2014 Bible - Kelly L. Murdock - (Wiley)
- 2011, USA "Impossible Cube" - 3ds Max 2012 Bible - Kelly L. Murdock - (Wiley)
- Dec. 2010, UK "Bless You!!!" featured artist on "I made this" - 3D Artist Magazine
- 2010, USA "Bless you!!!" / "Don't Insolate: Innovate. v2" - 3ds Max 2011 Bible - Kelly L. Murdock - (Wiley)
- May. 2009, UK "Fruity Flash" featured artist on "I made this" - 3D Artist Magazine
- 2009, USA "Choose your Captures" - 3ds Max 2010 Bible - Kelly L. Murdock - (Wiley)
- May. 06 / Feb. 08, UK "Fireflies: a Light Digestion" / "Choose your Captures" - 3D World Magazine
- 2006, Australia "Fireflies: a Light Digestion" - EXPOSÉ 4 (Ballistic Publishing)
- 2005, USA "The Incredible Power of Myopia" / "Heptapus from now on" - Exploring 3D Modeling with 3ds Max 7 - Steven Till (Thomson-Delmar Learning Publishing)
- 2005, Australia "The Incredible Power of Myopia" - EXPOSÉ 3 (Ballistic Publishing)
- 2004, Spain Several tutorials published on issues #44, 46 and 47 - TODO 3D Magazine

AWARDS

- **Shots Awards** (2015) - "Coca-Cola - Man and Dog". **Gold - Best Use of Animation in a Commercial**
- **Ciclope** (2015) - "Coca-Cola - Man and Dog". **Gold - 2D Animation**
- **3D World - CG Awards 2015** - Member of the judging panel
- **3D World - CG Awards 2014** - Member of the judging panel
- **Spikes 2012** (2012) - "Bundaberg Red 'Cattfish'". **1 Silver and 4 Bronze awards**
- **11th Int. FAB Creative Excellence Awards** (2009) - "Bad Bull, Slurp, Toe Tapping". **FAB Award**
- **Campaign Big Awards** (2009) - "Bad Bull, Slurp, Toe Tapping". **Finalist**
- **BTA Craft Awards** (2009) - "The Boy Who Didn't Stop, Look & Listen". **Computer Animation Winner 2009**
- **Canadian Advertising Awards** (2009) - "Muffin Man". **Gold Medal**
- CG Talk "**CG Choice**" and Evermotion's "**The Best of Evermotion**" awards - "Choose your Captures" (2007)
- **3D World Magazine** (05/2006) - (UK)

LECTURES

- **Lecturer** of “**Generalists, Success and Bananas**” - Bogota ACM SIGGRAPH Event (Sep 2015, Colombia)
- **Lecturer** of “**How David Tackled Goliath: Small studios, big projects and the right tools**” - Santiago ACM SIGGRAPH Event (Oct 2014, Chile)
- **Lecturer** of the course “**Advanced Texturing Seminar**”, TRAZOS (www.trazos.net) (01/07/2004)
- **Lecturer** of the course “**Advanced Lighting Seminar**”, TRAZOS (www.trazos.net) (30/04/2004)
- **Lecturer** of the seminar “**Introduction to 3D animation and modeling using 3D Studio Max 3**” at Salamanca University while still studying (February 2001)

TEACHING EXPERIENCE

- **Masterclasses** “**Lighting for low budget projects with V-Ray**”, “**Python for artists: how to program a render farm for Filter Forge**” and “**Intro to Substance Painter**” at Duoc UC (Jul/Aug 2015, Chile)
- **Workshop** “**Cómo acelerar tu workflow y expandir los límites de la creatividad con herramientas muy simples**” - Santiago ACM SIGGRAPH Event (Sep/Oct 2014, Chile)
- **Masterclass** - “**All V-Ray**” - NEW 3DGE (May 18-25, 2012, Paris)
- **Masterclass** - “**Creation of a veggie cartoon character**” - NEW 3DGE (Apr 18-21, 2011, Paris)
- **Teacher** - “**Virtual Design and Advanced Animation**”. CESINE (2005/06)
- **Teacher** of the GRAFIA S.A.'s staff (www.grafia.es) of the course “**Advanced Lighting and V-Ray**”

TECHNICAL SKILLS

- **Image 2D**: Photoshop and Corel Painter
- **Video 2D**:
 - *Edition*: Premiere and Sony Vegas
 - *Composition*: After Effects, Fusion, Nuke and Shake
- **3D**:
 - *Main 3D Suites*: 3ds Max (since 1994), Maya and Softimage
 - *Organic Modeling*: ZBrush and Mudbox
 - *Texturing*: Mudbox, Photoshop and Substance Painter
 - *UVing*: Headus UVLayout
- **Render Engines**: Mental Ray, V-Ray, Brazil, Final Render, Maxwell, Arnold and 3Delight
- **Render Management**: Deadline, Qube
- **Game Engines**: Unity, Unreal Engine
- **VFX**: Particle Flow, Real Flow, FumeFX, Krakatoa
- **TD**: Python, C#
- **Pipeline Management**: Shotgun
- **Betatester**: V-Ray and FilterForge
- **Operative Systems**: Windows, Linux and OSX

EDUCATION

- 2003-2004: “**Master in Animation**” with **Maya 5.0** and **Softimage XSI 3.5**, "TRAZOS, School of Arts"
- 1998-2003: **Bachelor Degree in Fine Arts**, Salamanca University

LANGUAGES

- **Spanish**: Native speaker
- **English**: Fluent speaker

FURTHER INFORMATION

- **Musical formation**: Official title by the "Conservatorio Jesús de Monasterio". Playing piano since 1986
- **Car Driving License**: Full-clean