

Reynante M. Martinez

CG Artist (Architectural Visualizer | Lighting Artist | 3D Generalist | Illustrator)

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TECHNICAL FAMILIARITIES

- Arena Motion Capture
- Blender
- Darktable
- Flash
- GIMP
- Inkspace
- Photoshop
- Sculpttris
- SVN
- Terragen
- CSS
- C++
- HTML/XHTML
- Linux
- Windows

ACHIEVEMENTS

- 2012 Digital Arts California 'True Colors' Stellar Art Award
- Art of Blender Vol. 1 Selection
- Graphika Manila 2014 Book Selection
- 2012 Creative Manila Feature
- 2011 Blender SIGGRAPH animation selection
- Creative Manila Digital Artwork feature (October 2012)
- Blendernews.org Render of the Week Award (August 2012)
- Renderosity 2012 November Artist of the Month Nominee
- 'Sunshine' short film featured at Aniboom
- Renderosity 2011 Last Week in the Gallery Selection
- Kingsport's Third International Art Show Philippines Representative
- Packt Publishing author
- 2009 Blender Conference Suzanne Awards Nominee for Best Designed Short Film
- Philippines representative on Kingport's Second International Digital Art Show
- First Philippines Blender meetup organizer
- 2013 Resource Speaker on Ilocanda Converge 2013
- 2012 Resource Speaker on Social Networking (Lorma Colleges)
- 2008 workshop Resource Speaker on '3D Still Images' (Chang Kai Shek)

KEY STRENGTHS AND SKILLS

- strong analytical and design skills
- equally effective working individually or as part of a dedicated team
- quick to master and adapt new skills and strategies

PROFICIENCY

- Lighting and Shading
- Composition
- Architectural Visualization
- Photography
- Art Direction
- Illustration
- Post-production
- Compositing
- Animation
- Visual Effects

EMPLOYMENT

- 2013-present**
 - Blender Guru (<http://blenderguru.com>) 3D Artist
 - LORMA Colleges 3D Animation Instructor (part-time)
 - Project Luke's Escape (<http://lukesescape.com>) Art Director
- 2010-2013**
 - Ateneo de Manila University (part-time 3D Modeling and Animation instructor)
 - Evocativi Philippines, Inc. (Architectural Visualizer , Animator and Animation Lead, Compositor/Post- production artist, Modeler and Modeling Lead, Shading and Lighting Artist, Texture Artist and Texturing Lead, Technical Lead)
 - Hand Turkey Studios, Tuldok Animation Studios, Project Falcon, Project Luke's Escape (Freelance Shading, Lighting, and Post-production Artist)
 - Packt Publishing, youthdesigner (freelance writer/author)
 - JSM3D (freelance architectural artist)
- 2009-2010**
 - Luminosity Inc., Packt Pub, Apress (Animation Supervisor, Art Director, Modeling Supervisor, Shading Artist, Lighting Artist, Compositor, Character Animator, Freelance Writer/Author)
- 2008-2009**
 - My Happy Azumi Digital Arts (Graphic and Layout Artist)
- 2007-2008**
 - Graphic Melody lead graphic artist
 - I-Mashups Web Technology Solutions graphic artist/animator/web designer
 - Otakuzine Anime Magazine Book Illustrator
- 2003-2007**
 - The Studio (3D Modeler, Animator, Graphic Artist)

EDUCATION

- 2003-2007** Lorma Colleges (San Fernando City, La Union, Philippines)
Bachelor of Science in Computer Science

HOBBIES AND INTERESTS

- Animation
- Architecture
- Astronomy
- Physics
- Photography
- Theoretical Physics
- Cinematography
- Visual Effects

PROFILE SUMMARY

- extensive experience in the information technology arena
- area of expertise is digital arts and media
- has teaching and mentoring experience

