

Andres Martinez, MFA

Culver City, CA | (415) 307-5727 | www.linkedin.com/in/3DMatter/ | andres@3DMatter.com

Production Management / Team Building & Leadership / Business Development

Highly accomplished and dynamic VFX Environment Artist and Animation Producer with an extensive track record of success, delivering exceptional results in areas such as VFX post-production, compositing, motion graphics, and animation. Excel at building, training, and optimizing the performance of talented production teams often spread across the Globe. Demonstrated skill for quickly problem-solving critical production issues and implementing solutions to keep projects on schedule to meet ambitious deadlines. Skilled in collaborating with professionals across all project aspects to build consensus for unified approaches to meet a deadline and quality parameters. Equipped with advanced knowledge of development and art processes across the full lifecycle in addition to expertise in utilizing studio and digital intermediate pipelines. Multilingual; fluent in Spanish and English.

- *Strategic Planning & Execution*
- *Film Pre and Post-Production*
- *Project Management*
- *Industry Networking*
- *Feature & Short Films*
- *Creative Direction*
- *Vendor / Client Relationships*
- *Computer Animation & Graphics*
- *Visual Effects (VFX) Supervision*
- *Matte Painting*
- *Digital Compositing*
- *Look Development*

PROFESSIONAL EXPERIENCE

LOSFX.COM, Beverly Hills, CA

2012 – Present

Supervising Producer

Launched a creative studio network covering both the US and Latin American major markets focused on delivering the highest quality post-production services and creative content for commercials, music videos, short films and television series. Organize and oversee all projects through the full life cycle, continually remaining on top of vendors and artists to push projects to meet ambitious deadline and quality parameters.

- Pull together top talent to form high-performance teams of up to 80+ from across the network depending on specialized client projects for studios such as Warner Brothers, DreamWorks and Fox Screen Gems and advertising agencies for companies such as Google, Ford Motors, Microsoft, Apple Beats and Nokia among others.
- Assume lead point building and fostering strategic relationships with best in-class animation, technology, VFX, and media partners to successfully execute everything from contract negotiations to vendor collaborations.
- Forged a powerful pipeline that continually enables teams from across the globe to make significant contributions to animation TV series and a variety of other projects.
- Engage in oversight of all team members for each production including coordinators, leads, animators, illustrators, and compositors, enforcing strict quality control standards across all components.
- Deliver key training and mentorship to external post-production coordinators, ensuring strong consistency and high quality across all projects.

SELECT HIGHLIGHTS

- Awarded the entire first season of NBC Universal's ***Harmon Quest*** (2016), which included 10 total episodes with 17 minutes of animation for each episode.
 - ❖ Led a team of 80+ artists working from locations worldwide, facilitating daily creative and functional meetings with groups in Spain, Florida, Costa Rica, Colombia, Peru, Chile, and Mexico.
 - ❖ Communicated with the studios regularly to update and share feedback on each project phase and was lauded by NBC Universal / Starburns Industries Studio for exceptional quality and on time delivery.
- Directed a skilled team that created and delivered a highly praised driving simulation for Ford Motor Company on time, in spite of a high volume of incremental scope changes and demands.
- Produced multiple animation episodes for a wide array of properties including background art and character setups for Warner Brothers Animation series (Bunnacula, UniKitty), HBO (Animals), VICE (Party legends)

Andres Martinez, MFA

Page Two of Three

INDEPENDENT FREELANCER, Los Angeles, CA

2012 – Present

Producer / CG & On-Set Supervisor

Employed high-level skills and leadership in a wide range of freelance opportunities including on-set supervision and various artistic roles creating 2.5D/3D environments for studios such as Digital Domain, Method, Logan, FuseFX and Zoic.

- As On-Set Supervisor took ownership of green screens, data acquisition, lens grids, HDRI probes and Stills.
- Served as creative all-around artist (concept, modeling, animation, lighting, composition) for credits that include indie Sc-fi shorts and dramas.
- Showcased expertise as a professional with Maya, Photoshop, Nuke, Adobe CC, and an array of other vital Production tools.
- Select artistic credits include ***Blossom - Cry of the Butterflies*** (2012), ***Entropy*** (2013), and ***Reunion*** (2015), **Super Bowl halftime Corvette Stingray** (2013 On-set Supervisor),

FARO MEDIA, Los Angeles, CA

2011 – 2013

Producer

Brought onboard to identify and secure top talent vendors for projects and take direct control of both local and global teams executing online, and interactive campaigns. Ensured industry best practices were employed and that necessary technology was in use across all project phases and sites.

- Continually liaised with agency creative leads and directors to brainstorm and implement solutions for issues encountered throughout production.
- Played a key role in co-producing, animating, and editing the short film ***All the Way to the Ocean***, for which a bevy of celebrities donated voicework for.
 - ❖ The film is now licensed to aquariums across the globe and has exceeded sales targets to create greater awareness for the environmental impact that trash and waste water has on the oceans.

THE FOUNDRY, Venice, CA

2011 – 2012

Business Developer & Customer Relations Manager / Central & South America Sales

Driving force behind client prospecting, sales initiatives, and business development, successfully growing sales more than 10 fold from start to finish including triple normal sales in the first quarter alone.

- Acted as the face of the company at industry events including NAB (Las Vegas), Telemundo (Mexico City), Siggraph (Los Angeles), Cable & Broadcast (Sao Paulo), and CAPER (Argentina).
- Pushed product sales to VFX Artists and VFX boutiques throughout Latin America, continually providing demos to prospective clients onsite as well as at special events and tradeshow.
- Traveled extensively throughout Latin America to pave the way for the company to make a big splash in emerging markets including launching sales of Katana and Hiero into the region.

CREATE ADVERTISING, Culver City, CA

2010 – 2011

VFX Supervisor

Oversaw the completion of multiple exciting projects including serving as the Game Cinematics On-Set Supervisor for the game ***Twisted Metal*** for PlayStation.

- Led an outsourcing division while serving as On-Set Supervisor and designing/implementing project pipelines.
- Successfully completed one hour of 3D animation & VFX, screen replacements, motion graphics and editing within six months within the ad agency, prior to a pipeline being in place for such projects.

DREAMOPOLYS, Toluca Lake, CA

2010

Producer

Assumed full ownership of asset creation for Square's ***Thi4f*** game cinematics and 3D environments (modeling, texturing, etc.) in addition to creating a customized pipeline for asset tracking and quality control.

- Directed an outsourcing division of the group, creating the tools to manage a communication pipeline between the company's clients and vendors.

Andres Martinez, MFA

Page Three of Three

PRIOR EXPERIENCE

Environment Artist / Matte painter (2010), Zoic Studios, Culver City, CA.

Environment Artist / Matte painter (2010), Method Studios, Santa Monica, CA

Environment Lead (2008-2009), Digital Domain, Venice, CA

Special Projects CG Supervisor (2004-2008), Sony Pictures, Culver City, CA

OTHER SELECT CREDITS

Environment Artist and Consultant for Zoic Studios on features: ***Country Strong*** (2011), ***Limitless*** (2011), ***Red Riding Hood*** (2011), and the TV show ***Falling Skies*** (2011)

At Digital Domain, Environment Lead for Roland Emmerich's film ***2012*** (2009)
and previz artist on ***Tron Legacy*** (2010).

For Sony Pictures: FX and Environment artist for ***I am Legend*** (2007), ***Superman Returns*** (2005),

Lead Environments on ***Spiderman 3***, Layout Artist for ***Surf's Up*** (2007), Lighting ***Open Season 3D*** (2006)

Cinematics for award-winning Santiago Calatrava's SONY ***Chicago Spire*** (2008).

Served as Virtual Cinematography and On-Set Supervisor for ***The Matrix Reloaded*** (2003), ***Matrix Revolutions*** (2003), ***Lady Killers*** (2004), and ***CatWoman*** (2004) while with ESC Entertainment.

Virtual Cinematography/Backgrounds for ***Mission impossible II*** (2000), ***Exit Wounds*** (2001), ***Queen of the Damned*** (2002).

Sony PlayStation ***The Matrix*** video game cinematics environments.

Full list of credits available upon request.

EDUCATION & CREDENTIALS

MASTER OF FINE ARTS (MFA), Academy of Art University, San Francisco, CA

Bachelor of Science in Industrial Design, U.P.B., Medellin, Colombia

Professional Development: Training at Epic Games UE4, Unity workshops,

stereoscopic post-production filmmaking with Steve Wright,

Courses through Pluralsight, FXPHD, Digital Tutors, Udemy

Technical Knowledge: Google Docs, MS Office, Shotgun, Ftrack,

Adobe CC, Maya, Nuke, Bash, Mel, Python

Affiliations: Board of Directors, Visual Effects Society, 2012-Present

VES Los Angeles Section Board and Communications Manager

Emergency Response Team (CERT), Amateur Radio (CCARES)

Keynote speaker Siggraph Bogota, Colombia 2010

Keynote speaker Siggraph Santiago, Chile 2014

Keynote speaker Congreso RED Guadalajara Mexico