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## PERSONAL INFO

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**Name:** Jose Antonio Martin Martin

**Birth Date:** April 13<sup>th</sup>, 1985.

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**Web:** [www.JoseAntonioMartinMartin.com](http://www.JoseAntonioMartinMartin.com)

**Demo Reel:** 2018 <https://vimeo.com/258164182> (password: 2018demoreel)

2016 <https://vimeo.com/204789569> (password: 2016demoreel)

2015 <https://vimeo.com/152841657> (password: 2015demoreel)

2014 <https://vimeo.com/92408673> (password: 2014demoreel)

**My Videos & Showreels:** [www.JoseAntonioMartinMartin.com/videos](http://www.JoseAntonioMartinMartin.com/videos)

**LinkedIn:** <http://es.linkedin.com/in/joseantoniomartinmartin>

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## EDUCATION

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- **Bachelor's Degree. Software Engineering.** 2003-2007.
- **"Expert on E-Commerce"**. University of Salamanca. 2006-2007.
- **"Master on Digital Animation"**. University of Salamanca. 2007-2009.
- CG Workshop - **"Rigging in Maya with Todd Widup"**. February-March 2010.
- CG Workshop - **"Technical Director in XSI with Python with Raff Fragapane"**. July-August 2010.
- CG Workshop - **"Mechanical Rigging in Maya with Todd Widup"**. October-December 2010.
- **"Anatomy for Artists"** - by Scott Eaton – January 2013.
- CG Workshop - **"Creating Maya Plugins"**. April-June 2013.

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## WORK EXPERIENCE

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- **"Industrial Light & Magic"**. From August 2018 to present day as a Senior Creature TD.
- **"Double Negative"**. From November 2017 to August 2018 as a Facial Lead Creature TD.
  - Projects
    - **Venom** (2018)
      - Lead Facial Rigger. Venom and other creatures and digital doubles.
- **"MPC"**. From August 2014 to November 2017 as a Lead Rigging TD.
  - Projects
    - **X-Men: Dark Phoenix** (2018)
    - **The Nutcracker And The Four Realms** (2018)
    - **Ghost in the Shell** (2017)
      - Lead rigger on the project which includes hero digi doubles, complex mechanical characters, prosthetic replacements and several mechanical rigs and vehicles.
    - **Suicide Squad** (2016)
      - Lead rigger on the project which includes mechanical rigs, vehicle rigs, digi doubles and crowd rigs and also and also hero characters rigs.
    - **Independence Day Resurgence** (2016)

- Lead rigger on the project which includes mechanical rigs, vehicle rigs and digi doubles.
  - ***The Hunger Games – Mockingjay Part 2*** (2015)
    - Lead rigger on the project which included mechanical rigs, vehicle rigs, digi doubles and crowd rigs.
  - ***Terminator Genisys*** (2015)
    - Lead rigger on the project which included mechanical rigs, vehicle rigs, digi doubles and crowd rigs and also and also hero characters rigs.
    - Rigger for Arnold Schwarzenegger 1985 digital double.
- **"MPC"**. From June 2014 to present day as a Senior Rigging TD.
  - Projects
    - ***Fast & Furious based Warner Bros Theme Park attraction***
      - Car rigs
    - ***Night at the Museum 3*** (2014)
      - Several animal rigs
    - ***American Sniper*** (2014)
      - Vehicle rigs
    - ***The Hunger Games – Mockingjay Part 1*** (2014)
      - Human crowd rigs
    - ***Disney's Jungle Book*** (2015)
      - Some tools code writing
    - ***007 : Spectre*** (2015)
      - Support work on several assets
    - ***A Monster Calls*** (2016)
      - Monster and kid rig for mocap and prop rigs
    - ***King Arthur*** (2017)
      - Support work on several assets
    - ***X-Men Apocalypse*** (2016)
      - Support work on several assets
    - ***Pirates of the Caribbean: Dead Men Tell No Tales*** (2017)
      - Support work on several assets
- **"Framestore"**. From March 2011 to June 2014 as a Rigger.
  - Finished Projects:
    - ***Johnny English Reborn*** (2011)
      - Cable Car rig & other assets.
    - ***Sherlock Holmes 2: A Game of Shadows*** (2011)
      - Moriarty Digital Double & other assets.
    - ***Wrath of the Titans*** (2012)
      - MoCap tool to bring actor performance into three different characters.
      - Support on the characters (deformation & puppet rig set-up).
    - ***Gravity*** (2013)
      - MoCap tool used for baseline performance in shots.

- Characters (deformation & puppet rig set-up).
- Others props, tools and vehicles.
  - Winner of the *Academy Award (Oscar)* and the *Bafta Award* for Best VFX (2013).
  - Winner of 6 *VES Awards* including Outstanding VFX
- **47 Ronin** (2013)
  - Characters (deformation & puppet rig set-up) and props.
  - Tools for Animation/Cfx workflow.
- **Edge of Tomorrow (aka All You Need Is Kill (aka Live.Die.Repeat))** (2014)
  - Digi doubles (including both hero characters).
  - Main Dropship and other vehicles.
- **Jupiter Ascending** (2015)
  - Characters, digi doubles and vehicles.
- **Paddington Bear** (2014)
  - Characters. Body deformation, puppet and facial rigging.
  - Sequence props.
  - Tools for Animation and support.
  - Spent several weeks at the Montreal office offering support to the Animation and other departments and coordinating with the London office.
- **Guardians of The Galaxy** (2014)
  - Groot Character. Developing the twigs/leaves grow on the character as well the Tools to support Animation work with.
  - An example of what the Tool can do is read the tentacle grow and animate automatically the grow of the new twig/leave as the tentacle reach its position
  - Also support on other characters, vehicles and props.
- Developed the 'generic' male character that is used as a base for most characters and digi doubles. Including puppet, animation or low res body and also the muscle layout and deformation used for the render or high res rig.
- Developed rigs, scripts, tools and some R&D for other tests either internal or for potential clients.
- Developed a Tool to improve the MoCap Workflow using the IKinema plugin.
  - The tool is used to solve from the point cloud info and retarget into one or many different characters.
  - Used for the Cyclops in *Wrath of the Titans*, in *Gravity* and in other tests and commercials.
- **"ENNE Entertainment Studios"**. From September 2009 to March 2011 as a Rigger/Character TD and Tool Developer.
  - Worked on a TV series called **Escape Hockey** ([www.escapehockey.com](http://www.escapehockey.com)) as Rigger/Character TD.
  - Worked on the Teaser of some new TV series called **Quest School**, **Animagika** and **Drip&Drop** as Rigger/Character TD.

- Also worked as a Tool Developer (Python and MEL), developing several tools and a custom Autorig with the TD Supervisor.
- **"GPM Internet Factory"**. From July 2007 to September 2009 as Junior to Senior .NET Developer.
  - Worked on several web projects under .NET Framework 2.0 and 3.5.
  - Roles:
    - UI Programmer. (HTML, ASP .NET, CSS, JavaScript, etc.)
    - BL & Core Programmer. (C#, VB .NET, ADO .NET, etc.)
    - Database Programmer. T-SQL, Administrator, Stored Procedures and Functions.
    - QA. Testing and fixing.
    - R&D: Web Security, LINQ, Entity Framework, SQL Reporting Services, etc.
  - Worked in the team responsible for developing a new architecture within my first 6 months. Researched and built the Security Layer.

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## LANGUAGES

- High **English** level, written and spoken.
  - Education:
    - **"Opening" Academy**. April 2001 - November 2002.
    - **"Wall Street Institute" Academy**. November 2002 - August 2003.
    - **"First Certificate". "University of Cambridge"**. June 2004.
    - **"Advanced Certificate". "University of Cambridge"**. June 2006.
- Basic **Japanese** level, written (Hiragana and Katakana) and spoken.
  - Education:
    - Japanese Language and Culture course. Level 1. October 2006 - June 2007.

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## PROGRAMMING AND TECHNICAL KNOWLEDGE

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|---------------------------------|---------------|
| ● .NET Framework (1.0 to 3.5)   | High          |
| ○ C#, VB .NET, C++, ASP .NET    | High          |
| ● HTML, XML, Javascript, JAVA   | Medium - High |
| ● MEL, Python and LUA Scripting | High          |
| ● KL and Fabric Engine          | Basic-Medium  |

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## CG SKILLS AND KNOWLEDGE

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| ● <b>Autodesk Maya:</b>                          |        |
| ○ Modeling, UVs, Shading & Texturing             | Medium |
| ○ Rigging, MEL and Python Scripting              | High   |
| ○ FX & Dynamics, Animation, Lighting & Rendering | Medium |
| ○ API Plug-ins Development                       | Basic  |

- **Softimage XSI:**
  - Modeling, UVs, Shading & Texturing Basic
  - Rigging and Python Scripting Medium
  - FX & Dynamics, Animation, Lighting & Rendering Basic
  - API Plug-ins Development Basic
  
- **Other 3D Software:**
  - Zbrush, 3D Studio Max, Motion Builder Basic
  
- **Image and Video Software:**
  - Photoshop Medium
  - Eyeon Fusion, Adobe After Effects & Adobe Premiere Medium
  
- **Game Engines (Art & Programming):**
  - Terathon C4 Engine Medium
  - Unreal Engine 3 (UDK) Medium
  - Unreal Engine 4 Medium

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#### **ADDITIONAL INFO**

- Driving license.
- Non smoker.
- Able to work both individually or within a team in a collaborative environment.
- Able to work under pressure and within deadlines.
- Problem solving skills.
- Quick Learner. Both to learn new technologies and to adapt to a new environment and new work flows and/or standards.
- High personal quality standards.
- Great communications skills.
- Passion for CG and video games.