

PERSONAL INFO

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EDUCATION

- **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.

WORK EXPERIENCE

- **"Framestore"**. From January 2020 to present day as a Rigging TD.
- **Character Facial Rigging For Production** course instructor at **"CG Master Academy"** since 2019.
 - I recorded the lessons and teach 4 terms a year of this Facial Rigging Course at CG Master Academy.
 - Each term fills up and students learn a lot and are very happy.
 - <https://www.cgmasteracademy.com/courses/13-character-facial-rigging-for-production>
- Rigging instructor at **"Animum School"** 2019.
 - Also occasionally participate as an assignment's correction instructor for the Rigging Courses at Animum Online School
 - <https://www.animum3d.com/>
- Rigging Teacher at **"Domestika"** 2018.
 - Recorded 3 rigging courses in Spanish for Domestika with already more than 2000 students combined.
 - <https://www.domestika.org/es/courses/294-introduccion-al-rigging-para-animacion/joseantoniomartinmartin>
 - <https://www.domestika.org/es/courses/296-rigging-y-deformacion-de-un-personaje/joseantoniomartinmartin>
 - <https://www.domestika.org/es/courses/298-tecnicas-avanzadas-de-rigging-y-deformacion/joseantoniomartinmartin>

- Director and Principal Artist at "**JAMMSOFT CG SOLUTIONS**" since 2018.
 - I created a small company for Freelance Rigging Jobs. Since then I've created rigs for various clients using *mGear*. Mainly cartoony rigs for use on Game Engines such as Unreal Engine and Unity.
 - <https://youtu.be/pj7bBgjJlzM>
- "**Industrial Light & Magic**". From August 2018 to November 2019 as a Senior Creature TD.
 - Projects
 - **Aladdin** (2019)
 - Shot simulation work on Genie, Magic Carpet, Abu and Aladdin.
 - Muscles, cloth, rigids and fur simulation
 - **Star Wars - Episode IX - The Rise of Skywalker** (2019)
 - Built Digi doubles for Finn, Poe and Palpatine.
 - Built Speeder Rey rig for Sand planet chase sequence
 - Simulation work on several shots. Mainly cloth and rigids.
- "**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 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).
 - Other 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) 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.

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.
- Basic **Italian** level, written and spoken.
 - Education:
 - Self-taught.

PROGRAMMING AND TECHNICAL KNOWLEDGE

- .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

CG SKILLS AND KNOWLEDGE

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

ADDITIONAL INFO

- Driving license.
- Nonsmoker.
- 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 workflows and/or standards.
- High personal quality standards.
- Great communications skills.
- Passion for CG and video games.