

Martin Vocet

CONTACT

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WORK EXPERIENCE

Blue River Arts

2014 — 2017

3D / 2D artist

Worked on two projects with different visual style. For both I did about 80% of all visual content (concepting, environment, characters, UI; modeling, texturing, animations).

Full response of visual aspect of the game.

Finished project:

Evonite

AIW Graph

2014 — 2014

Teacher

I had few lessons focused how to work in 3ds Max (modeling, texturing, rigging, animation) and how to render with Vray (completed overview).

Banzai Interactive (outsource)

2012 — 2014

3D generalist, 2D artist

Over 100 outsourced still renders for Hidden Object games.

Disney Mobile Games Studio (outsource)

2011 — 2011

3D character artist

Lowpoly models, textures and character animations for iOS game.

Finished project:

Thor: Son of Asgard

Freelancer (outsource)

2010

2D artist

Master of castle is a completely hand-drawn online web game.

35+ assets of animated characters, 50+ assets of buildings and terrains.

Wood, road, wall and other tiles fit each other perfectly, allowing to create different structures.

Full response of visual aspect of the game.

Finished project:

PanHradu.cz

CINEMAX, s.r.o.

2001 — 2011

3D / 2D artist

Modeling, texturing, 3D animation, Motion capture (Xsens MVN Motion) and 2D graphics. For most titles I've done 50% - 90% of work on it.

Finished projects:

The Keep

Decathlon 2012

Gyro13

Journey of Fortune: Dragon's Fire

Lucky Wheel HD
Numen: Contest of Heroes
Inquisitor

QUALIFICATIONS

Graphics and aesthetic feeling, sense of detail, various graphic styles.

- 3ds Max (expert)
- Adobe Photoshop (expert)
- Zbrush (advanced)
- Motion Builder (expert)
- Maya (elementary)
- Adobe After Effects (advanced)
- Xsens MVN Motion Capture
- Unity (advanced)

Modeling; Texturing; Rigging; frame animation; Motion capture; Design of characters and enviroment; Mattepaint

Czech

Mother tongue

English

Active - Advanced

Passive - Advanced

Italian

Active - elementary

Pasive - elementary

EDUCATION

National Language Institute

1999 — 2000

Certificate, English

Integrated Engineering High School

1995 — 1998

Graduation

INTERESTS

Drawing, painting, computer graphics, playing board games, playing computer games, creating comics, writing gamebooks.

REFERENCES

References available upon request.