



Christian Martinez

Art Director/Creative Director

www.christianmartinezlizama.com.au

- Experienced computer game artist and designer, including leadership position in 2Ks Bioshock series. Proven ability to design and adapt different art styles, production pipelines and studios cultures.
- 3D Modeling, 2D Art, Texturing, Concept Art, Video Editing, UI Design, Animation, and Character Design.
- Photoshop 3D Studio Max, Premiere, Unreal Engine 4 (UE4), Unreal Engine 5 (UE5), Unity.
- AAA Console, PC and Mobile games for 1st person and 3rd person shooters, Role Playing, Adventure, Educational, and Driving Games. VR

EXPERIENCE:

Current: Art Director at Virtuos Shanghai - since Sept 2022

Virtuos is an independent video game development company.

Collaborate with internal and external teams to conceptualize environments, characters, and art assets for a variety of AAA games. Oversee the visual style and direction of all art assets, ensuring cohesive and captivating aesthetics throughout the game's development. Provide guidance on art pipelines, manage art teams, and ensure that artistic vision aligns with gameplay and narrative goals.

Game Genre Experience:

1st and 3rd person shooters, Role Playing, Adventure, Educational, Driving Games.

Games:

Bioshock Series, Xcom - The Bureau, Borderlands The Pre-Sequel, Fracked VR, Submerged 1 & 2. And unannounced AAA titles.

PROJECTS & ROLES

Personal Projects: (Creative and Art Direction)

ARES 2192 - Creative and Art Direction - UE4 (PC, MP online - consoles)

AEON - WindRider - Creative and Art Direction - Unity & Oculus (fPC - console, VR)

SAPIENS! - Creative and Art Direction - Unity & Oculus (PC - console VR)

PRINCIPLE ENVIRONMENT ARTIST/LEAD ARTIST

Build a Rocket Boy - 2021

EVERYWHERE - - AAA MMO (*in production*)

PRINCIPLE ENVIRONMENT ARTIST

nDreams - 2020

Fracked VR - VR Games, Playstation, Steam, Viveport, Rif

PRINCIPLE SENIOR ARTIST

Uppercut Games 2018/2020

Submerged 1 and 2 - Hidden Depth - PC, Steam, Switch, Xbox, Steam

ART DIRECTION AND DESIGN

Lionsheart Studios. Since 2014 - 2017

University academic grade games PC - Unity. Collaborated with economic faculty to help develop education games as part of the curriculum of Microeconomics 101, including UNSW, University of Adelaide, Qatar University, University of Canberra, University of Manchester, The University of Queensland, Monash University

Playconomics - Art direction and design

PlayMed - Art direction and lead designer

PlayCampus - Art direction and lead designer

LEAD ENVIRONMENT ARTIST

2K Australia (2006 – 2013)

Games: Bioshock Infinite, a first-person shooter (FPS) that combines strong narrative elements with action and adventure gameplay for PC Windows, PlayStation 3 and Xbox 360 using Unreal Engine 3. Bioshock 2, a first-person shooter (FPS) with strong narrative and RPG elements for PC Windows, PlayStation 3 and Xbox 360 using Unreal Engine 2.5. Bioshock, a first-person shooter (FPS) with substantial narrative depth and elements of horror and role-playing games (RPG) for PC Windows, Xbox 360 using Unreal Engine 2.5. Borderland The Pre-Sequel, a first-person shooter with RPG elements, particularly strong in loot-driven gameplay and character skill progression for PC Windows, PlayStation 3 and Xbox 360 using Unreal Engine 3. Xcom, a turn-based tactical strategy game for PC Windows, PlayStation 3, Xbox 360, and iOS using Unreal Engine 3.

Bioshock Infinite - Lead Level Artist 2K Australia - Co-dev with 2K Boston (USA)

Bioshock 2 - Lead Level Artist 2K Australia - Co-dev with 2K Marin (USA)

Bioshock - Senior Level Artist 2K Australia - Co-dev with 2K Boston (USA)

Borderland The Pre-Sequel - Pre-production with GearBox, Texas (USA)

Xcom (Pre-production) - Lead Level Artist/Art Director - Co-dev with 2K Marin (USA)

SENIOR ARTIST AND LEVEL ARTIST (2004 – 2006)

Perception Pty Ltd.

Helped develop a multiplayer game based on this well renowned TV series IP. Strong narrative action 3rd person co-operative shooter.

Single player, multiplayer title for PC, PS2. UE3

SG1 – The Alliance (PC, Xbox and PS2 - not released)

SENIOR ARTIST (2002 – 2004)

Irrational Games Australia

Tribes Vengeance (UE, PC title released 2004) - PC Multiplayer shooter

Freedom Force 2 (Gamebryo, PC title released 2004) - PC RPG

ART DIRECTION AND DIRECTION (1998 – 2002)

Brilliant Digital Entertainment

“Fat Lip” by Sum41 (digital music video clip)

Direction

“Come and Get it ” by Redman & Lady Luck (digital music video clip)

Art Direction

KISS The Immortals (Animated real-time web series)

Art direction

Xena: Warrior Princess (Animated real-time web series)

Lead Texture Artist

SKILLS

Multi studio development

Excellent leadership skill and communication

Public speaking skills

Game concept and design

3D modeling

2D art

Texturing

Concept art

Video editing

UI design

Animation

Character design

EDUCATION

Graphic Design Diploma - Randwick College - Sydney, Australia

Architectural Studies - Sydney College - Sydney, Australia

Fine Arts and Photography - St George College - Sydney, Australia