

www.christianmartinezlizama.com.au
www. Tenderizergames.com
Linkedin Profile

CHRISTIAN MARTINEZ LIZAMA

ART DIRECTOR | CREATIVE LEADERSHIP | GAME DEVELOPMENT

Australian Citizen | Based in Tbilisi, Georgia | Open to Relocation

Portfolio: www.christianmartinezlizama.com.au

PROFESSIONAL PROFILE

Versatile Art Director and Creative Director with 25+ years of international experience across AAA and independent game development.

Proven experience leading teams of up to **40 artists**, establishing visual direction, developing efficient production pipelines, and maintaining artistic quality across multiple projects.

A key strength is artistic and stylistic versatility — the ability to confidently develop, adapt, and direct a broad range of visual styles, from realistic AAA environments and sophisticated sci-fi to stylised, colourful, and character-driven game worlds.

Combines strong creative leadership and people management with extensive hands-on production experience across PC, console, mobile, and VR.

CORE STRENGTHS

- **Art Leadership:** Team management, mentoring, art reviews, quality standards, creative direction
- **Stylistic Versatility:** Realistic, stylised, painterly, sci-fi, fantasy, and character-driven visual styles
- **Multi-Project Direction:** Establishing and maintaining distinct visual identities across different games
- **Production Management:** Resource coordination, production pipelines, cross-disciplinary collaboration
- **Hands-On Expertise:** Environment art, concept development, 3D production, modular assets, level design, animation
- **International Leadership:** Multicultural teams, distributed production, remote collaboration

PROFESSIONAL EXPERIENCE

Creative Director / Art Director

Tenderizer Games | October 2024 – Present

- Lead creative direction and visual development for original game IPs.
- Develop distinct artistic identities across different genres and visual styles.
- Establish art production workflows and pipelines using Unreal Engine 5.
- Direct environment, vehicle, and world-building design.
- Combine creative leadership with hands-on art production, rapid prototyping, and multidisciplinary collaboration.

Art Director

Virtuos Shanghai | October 2022 – October 2024

- Led and managed teams of up to **40 artists** across major AAA productions.
- Directed art development across environments, characters, concept art, and UI.
- Maintained artistic consistency, quality standards, and production efficiency across different disciplines.
- Collaborated with international development partners, including Retro Studios on **Metroid Prime 4**.
- Provided artistic guidance and production direction to multidisciplinary teams.

Principal Environment Artist / Lead Artist

Build A Rocket Boy | 2021

- Contributed to *Everywhere*, a large-scale multiplayer game project.
- Developed modular environments and production tools using Unreal Engine 4.
- Combined visual design with technical implementation and production efficiency.

Earlier Senior Game Development Roles

2K Games, nDreams and Other Studios

- Held senior creative and art production positions across internationally recognised projects.
- Contributed to major franchises including **BioShock, BioShock 2, BioShock Infinite, XCOM, and Borderlands**.
- Worked across art direction, level architecture, environment design, and technical production.
- Adapted artistic approaches and production methods to different game genres, visual identities, and technical requirements.

SELECTED PROJECTS

BioShock Series — Senior art and level development across the franchise.

Metroid Prime 4 — Art direction and production collaboration through Virtuos Shanghai.

Everywhere — Principal environment art and modular production workflows.

ARES 2192 / AEONS / SAPIENS — Original IP development demonstrating stylistic range, from grounded sci-fi realism to cinematic stylised worlds.

SOFTWARE & TECHNICAL SKILLS

Engines: Unreal Engine 4/5, Unity

Art & Design: 3ds Max, Photoshop, 3D modelling, texturing, animation, concept art

Production: Modular asset development, art pipelines, visual prototyping, optimisation

Additional: Premiere, Miro, video production, AI-assisted creative workflows

EDUCATION

Graphic Design Diploma — Randwick College, Sydney, Australia

Architectural Studies — Sydney College, Australia

Fine Arts & Photography — St George College, Sydney, Australia