

LARS MIKAEL MARTINSSON, LEAD CHARACTER ARTIST

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Highly skilled Lead Character Artist with extensive experience in the gaming and film industry. Proven track record of delivering top-quality character assets, leading teams, and collaborating on successful projects.

Experience:

Lead Character Artist, Respawn Entertainment, Los Angeles, USA

- Spearheaded the character team's asset production for Star Wars Jedi: Fallen Order and Star Wars Jedi: Survivor, ensuring top-notch art quality within tight deadlines.
- Led the facial animation pipeline on the modeling side, ensuring in-game character heads met necessary requirements.
- Successfully built outsourcing capabilities, supervising and approving assets from external vendors throughout production.
- Modeled story characters like Inquisitor Trilla (Fallen Order), Bode, and Greez (Survivor), while mentoring team members and providing support during the game's development.

Senior Character Artist, Respawn Entertainment, Los Angeles, USA October 2017 – August 2018

- Contributed to Star Wars Jedi: Fallen Order, modeling and texturing the main antagonist, Inquisitor Trilla, and various background characters.
- Conducted research and development for the hair pipeline, enhancing the game's visual fidelity.

Modeler, Industrial Light & Magic, Singapore, Singapore January 2015 – August 2017

- Worked on Kong: Skull Island, creating models for one of the creatures and environment assets. Also created blend shapes, muscle flexes, and anatomy corrections for the creatures, including Kong.
- Modeled environments, digital doubles, and buildings for The Great Wall, while setting up and maintaining various sets.
- Contributed to Warcraft: The Beginning, focusing on blend shapes, muscle flexes, and anatomy corrections for multiple characters and creatures.

Lead Character Artist, Crytek, Frankfurt, Germany August 2014 – December 2014

- Led a team of character artists during the early production of Hunt, an action game, overseeing the pipeline, production, and visual quality of the game's characters.
- Engaged in creating VR demos and overseeing character creation processes.

Senior Character Artist + Acting Lead, Crytek, Frankfurt, Germany March 2013 – July 2014

- Worked on Ryse, an Xbox One release title, modeling and texturing the playable main character Damocles, as well as other cinematic and story characters.
- Assumed the role of Acting Lead Character Artist for an unannounced project, testing and reviewing future pipelines, including using Mari for texturing.

Character Artist, Crytek, Frankfurt, Germany September 2010 - February 2013

- Contributed significantly to Crysis 3, responsible for modeling and texturing all enemy aliens and one of the three story characters.
- Created the textures for the human rebels and maintained various character assets.

Junior Character Artist, Crytek, Frankfurt, Germany February 2009 - August 2010

- Worked on Crysis 2, responsible for modeling and texturing aliens, as well as assisting other team members on various tasks.

Education:

Digital Graphics, School of Future Entertainment, Karlshamn, Sweden 2006 - 2008

- Focused on 3D art for games and movies.

Creative Programming, University of Gävle, Sweden 2004 - 2006

- Focused on 3D animation and programming.

Additional:

- Presented at Lightbox Expo 2019 “Respawn Entertainment Panel – The Artist’s Journey,” offering insights into the industry and advice for aspiring artists.
- Delivered a presentation at SIGGRAPH 2014 on “Building an Empire: Asset Production in Ryse”, focusing on character creation and pipelines.
- Served as a judge for CG Student Awards 2014, reviewing and rating 3D modeling and character entries.

Softwares: Maya, 3DS Max, Zbrush, Mari, Substance Painter, Photoshop, NDO/DDO, CryEngine 3, Mudbox, Marvelous Designer, SpeedTree, xNormals

Languages: Swedish (fluent), English (fluent)