

Martin Lutz

Concept Artist

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In Brief I use my design and illustration skills to create compelling visuals in games. I enjoy the collaborative studio environment and the satisfaction of building something using art. My work is a combination of my love of video games, art history, design, storytelling, and staying up late painting.

Experience

2011-Present **Zindagi Games**
Concept Artist
Titles: Unannounced Action Game (PS4), Sports Champions 2 (PS3), Medieval Moves: Deadmunds Quest (PS3), Baseball Slam (Mobile), Crazy Kitchen (Mobile)
Generated concepts for environments, characters, and props from ideation sketching to finished renders, variations, and callout sheets. Worked closely with designers, 3d artists, and animators to ensure designs not only looked good, but animated well and carried design initiatives.

2009-10 **Mad Otter Games**
Artist
Titles: Villagers and Heroes (Casual/Browser)
Generated concept art, textures and UI art for browser based fantasy MMO Villagers and Heroes.

2009-Present **Freelance Concept & Illustration**
Clients include Zindagi Games, Sudden Games (iPhone games), and Green Ronin (Illustrator, Dragon Age p&p rpg).

Education

2006-2009 **Otis College of Art and Design**
BFA Digital Media
Life Drawing TA
Deans List

Skills Environment, Prop, and Character Design
Well versed in both digital and traditional media
Knowledge of game production pipeline and processes
Basic 3d modeling, lighting, & rendering for concept in Maya
Experienced with Unity
Strong teamworking skills
Effective under tight deadlines
Robust knowledge of art history

Portfolio <http://Lutzwork.com>