

Martin Lutz

Concept Artist

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Experience

- 2011-Present **Zindagi Games**
Concept Artist
Titles: Unannounced Action/Brawler (PS4), Sports Champions 2 (PS3), Medieval Moves: Deadmunds Quest (PS3), Disney Dream Treats (Mobile), Baseball Slam (Mobile), Crazy Kitchen (Mobile), Yummy Gummy (Mobile)
Concepted environments, characters, and props, from ideation sketching to finished renders and callout sheets. Worked closely with designers, 3D artists, and animators to ensure designs looked good, animated well, and carried design initiatives. Designed and implemented UI, drove improvements in UI workflow.
- 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
High level Photoshop skills
Solid traditional drawing & painting abilities
Knowledge of game production pipeline and processes
Basic 3d modeling, lighting, & rendering for concept in Maya & ZBrush
Experienced with Unity
Strong teamworking skills
Effective under tight deadlines
Robust knowledge of art history

- Portfolio <http://Lutzwork.com>