

PROGRAMS

My name is Rory E. Martin and I’m an Animation student, graduating in the summer of 2023.I have a passion for this industry, and so I have been studying all forms of media for over 8 years, on different academic courses. I enjoy the creative side of telling stories and bringing characters to life and seeing concepts come alive on the screen. I’ve worked both independently and in a variety of teams. Additionally, in my own time I constantly work at my craft and have developed a range of worlds and characters from my imagination such as the Superhero, Density. I am dedicated, hard-working, respectful and a willing learner, a good problem solver and team worker. I have an ability to work directly to a client brief and meet any parameters and deadlines that clients set. Thanking you for taking the time to read my CV.

Experience

**‘Density: The Container Heist’ Major Project (2022-23) Ulster University**

1.Modeled and Textured the environment, props and the 4 characters.

2.Rigged and animated the 4 characters and the VFX. 3.Scripted and Produces the plot as well as created and designed the Characters.

**‘Evil Bin and Killer Whale’ Person Development Project (2022) Ulster University**

1.Model and Rigged the Evil Bin.

2.Textured the Evil Bin and Killer Whale.

3.Animated both Evil Bin and Killer Whale.

**‘Red Moon’ Vertical Slice Group Project (2021-22) Ulster University**

1. Modelling Environmental assets (Wolf Statue, Graves, Log Cabin, Mushrooms, etc.) 2. UV and Texture the assets I modelled.

3. Voiced and edited the audio for the monster enemies.

**‘Ring of Gullion’ Animation (2020) Southern Regional Collage**

1.Animated the Giant Cat and Guards.

2.Designed the Giant Cat and Guards.

CONTACT DETAILS

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WEBSITE

SKILLS3D Modelling and Animation•Digital Sculpturing•Texturing•Lighting•Rigging•Cameras•Rendering•2D Animating

MAIN JOB ROLES•3D Character Animation•3D Pre-Visual Animation•3D Environment Animation*ADDITIONAL JOB ROLES:*•3D Modeller•Creative Writing•Character Designer

Grades and Qualifications **BDes (Hons) Animation (2,1)AIM Qualifications Level 3 Extended Diploma in Games Animation & VFX Skills with a Merit** •3D Tools Creative and Technical 3D.•Art Fundamentals for Games Animation and VFX Industries.•Core Principles of Game Design.•Fundamental Animation Skills for Games Animation and VFX Industries.•Fundamental Product Programming Skills.•Maths and Logic Fundamentals for the Games Animation and VFX Industries.•Emerging Technologies/Trends in the Games Animation and VFX Industries.•Images and Sounds for Imagined Worlds.•Production and Management for the Games Animation and VFX Industries.•Story/Play boarding & Working in the Games Animation and WFX Industries.

3D ANIMATOR

REFERENCES

***Alec Parkin***Ulster University*a.parkin@ulster.ac.uk****DR Henry Melki***Ulster University*h.melki@ulster.ac.uk****Mike O’Callaghan***Ulster University*m.ocallaghan@ulster.ac.uk*

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