

Federico Lamartina – 3D Artist

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Profile

I am a 3D artist and animator with strong experience and a proven track-record in video game development.

I've worked on games at all stages, from concept and prototyping to full production, on mobile platforms and web, covering different roles ranging from concept artist, illustrator and designer to animator, and VFX artist. I have developed assets for different game engines, taking into account the requirements of different pipelines and devices.

I have solid experience in the full art stack, going from idea and concept to the full asset, modeled, rigged and animated. I'm extremely experienced in character development, design and asset creation.

I have experience working on teams of all sizes, from bigger teams of 15+ people to smaller projects, following Agile methodologies and using tools such as version control and project tracking system.

Relevant Work Experience

• December 2014 – Present – Digital Artist– *Capricorn Digital, UK*

I am currently working for Capricorn Digital, a videogame studio that focuses on mobile gambling games. My role covers a vast variety of tasks like concept art, visual effects, creation of 2D and 3D assets of any kind, to full character development, both from scratch and from other artist concepts. I have also a deep involvement in look development and creation of gameplay visual dynamics that can be easily implemented in HTML5.

• December 2014 – October 2015 – 3D Artist– *Project M, UK*

I worked with Project M on multiple occasions throughout 2014 and 2015 on their mobile game *Mine That Gold*. My role covered mainly rigging and modeling of 3D characters, buildings and assets.

Game Footage: <https://www.youtube.com/watch?v=qUKYahoGFE>

• May 2014 - August 2014 – 3D Artist– *Mediatonic, UK*

I created several models and character rigs for *Quiz Island*, developed with Unity for mobile platforms. The role involved modeling, rigging and animating an incredibly vast amount of fantasy creatures and animals, and a large variety of props and buildings. Great efforts were put into creating rigs that were easy to animate and that could also implement engine-friendly dynamics, like jiggling muscles and other complex deformer.

All the models and rigs were developed using Maya.

Game Footage: <https://www.youtube.com/watch?v=LRTTqRLeIMs>

• February 2014 - March 2014 – Freelance Animator – *Ustertest/Lab, Italy*

link to video: <https://vimeo.com/93747580>

I developed a short infographic animation that explains what User Experience is about, and how it is important for the development and improvement of any everyday object.

Starting from a short brief, I took care of all the aspects of the project, from scripting to final delivery.

- **October 2011 - January 2012 - VFX Internship as Composer - Studiorain, Italy**

During my internship I worked as a compositor on several shots for the Italian movie "Quel che resta"(Laszlo Barbo, 2012).

My tasks involved working on original plates to correct general errors or replace unwanted portions of the shot. A good part of the job dealt with maintaining a fluent and consistent workflow across the different shots, defining and comparing the modified plates with the other compositors to maintain the same look and feel.

Most of the work was done in After Effects, dealing with tasks like Matte Painting, Chroma Keying, Rotoscoping and 2D Tracking.

- **October 2011 to Present**

I work independently as a freelance designer for motion graphics and graphic design projects. I also spend my time working on independent games with other developers.

Skills

- Character Design
- Illustration
- Character Animation
- 2D/3D Rigging
- Video Editing
- 3D Modeling
- Compositing
- Motion Graphics
- Drawing
- Digital Painting

Game Engines

- Unity3D 4/5
- Flash
- HTML5

3D Software

- Maya
- Mudbox
- Cinema 4D
- Zbrush
- Mental Ray for Maya
- Renderman for Maya

Other Software

- Photoshop
- After Effects
- Nuke X
- Final Cut Pro
- Illustrator
- InDesign

Version Control

- Git (Sourcetree)
- SVN (Tortoise SVN)

Scripting Language

- MEL (Maya Embedded Language)
- Javascript for After Effects

Education

- **September 2013** **MSc in Digital Visual Effects - First class Honours**
University of Kent – *Canterbury, UK*
Lecturer: Dr. David Byers Brown
- **July 2012** **BA in Audio/Video e Multimedia - 110/110 cum laude**
Accademia di Belle Arti di Palermo (Academy of Fine Arts) – *Palermo, Italy*
- **2010-2011** **LLP Erasmus Program**
Universidad Politécnica de Valencia – *Valencia, Spain*

Certifications

- **IELTS level 7.0** – English language certification – 24 April 2012
- **DELE level B2** – Spanish language certification – 25 May 2012

Interests

I like to attend Games, Visual Effects and Animation conferences. I find participating in game-jams and independent game-dev meet-ups particularly interesting.