

Andres Martinez, MFA

VFX & Animation | Producer | Production Management
Team Building & Leadership | Business Development

Highly accomplished and dynamic VFX Artist and Animation Producer with a track record of success for over 25 years, delivering exceptional results for Broadcast and Features in VFX post-production, compositing, motion graphics, and animation. (**Mission Impossible II, The Matrix sequels, Superman Returns, Spiderman 3, Surf's UP, I Am Legend, San Andreas, Call of Duty: Black Ops, Thief4, Twisted Metal, etc.**). Excel at building, training, and optimizing the performance of talented production teams often spread across the World. Demonstrated skills for quickly problem-solving critical production issues and implementing solutions to keep projects on schedule and meeting delivery goals. Skilled in collaborating with professionals across all aspects of a project to build consensus for unified approaches in order to meet deadlines. Advanced knowledge of art processes and development across the full lifecycle of a project. Expertise utilizing studio and digital intermediate pipelines. Fluent in Spanish and English.

- Strategic Planning & Execution
- Pre and Post-Production
- Project Management
- Industry Networking
- Feature, Episodic & Short Films
- Creative Direction
- Vendor / Client Relationships
- Game Cinematics
- VFX On-Set Supervision
- Matte Painting
- Lighting and Compositing
- Look Development

PROFESSIONAL EXPERIENCE

Freelance | **VFX Environments / Compositing / On-Set Supervisor & Animation Producer** | Los Angeles, CA 1993 – Present

Employed high-level skills and leadership in a wide range of employee and freelance opportunities including on-set supervision and various artistic roles creating 2.5D/3D environments for studios such as Digital Domain, Method, Logan, FuseFX and Zoic.

- On-Set Supervisor complete data acquisition, lens grids, HDRI light probes and texture and reference Photography.
- Creative all-around artist (concept, animation, lighting, composition) for indie Sc-fi shorts, dramas and episodic.
- Showcase expertise with Maya, Photoshop, Nuke, Adobe CC, and an array of other Production Management tools.
- Select artistic credits include **Call of Duty: Black Ops** (2010), **Cry of the Butterflies** (2012), **Entropy** (2013), and **Reunion** (2015).
- Consultant to identify and secure top talent vendors and take direct control of both local and global production teams.
- Continually liaised with agency creative leads and directors to brainstorm and implement solutions for issues encountered throughout production.
- Created hundreds of environments assets for Square's **Thief4** (2014) game cinematics and 3D environments (modeling, texturing, etc.) in addition to creating a customized pipeline for asset tracking and quality control.
- Directed an overseas division and created the pipeline tools to manage communication of asset-reviews between the client and vendors.
- Co-produced, animated, and edited the short film **All the Way to the Ocean** (2016), - a bevy of A-List celebrities doing voicework.
 - ❖ The film is now licensed to aquariums across the globe and has exceeded sales targets to create greater awareness for the environmental impact that trash and wastewater has on the oceans.

LosFX.com | **Founder / Supervising Producer** | Beverly Hills, CA 2012 – Present

Launched a creative studio network covering both the US and Latin American major markets focused on delivering the highest quality post-production services and creative content for commercials, music videos, short films and television series. I organize and oversee all projects through the full life cycle, continually remaining on top of vendors and artists to push projects to meet tight deadlines and maintain quality parameters.

- Pull together top talent to form high-performance teams of up to 80+ from across my talent pool based on specialized client requirements for studios such as NBCUniversal, Warner Brothers, DreamWorks and Fox Screen Gems and advertising agencies for companies such as Google, Ford Motors, Microsoft, Apple Beats and Nokia among others.
- Assume lead point building and fostering strategic relationships with best in-class animation, technology, VFX, and media partners to successfully execute everything from contract negotiations to vendor collaborations.
- Forged a powerful pipeline that continually enables teams from across the globe to make significant contributions to animation TV series and a variety of other projects.
- Engage in oversight of all team members for each production including coordinators, leads, animators, illustrators, and compositors, enforcing strict quality control standards across all components.
- Deliver key training and mentorship to external post-production coordinators, ensuring strong consistency and high quality across all projects.

SELECT HIGHLIGHTS

- Awarded the entire first season of NBC Universal's **Harmon Quest** (2015). 10 episodes, each 17 minutes of animation.
 - ❖ Led a team of 80+ artists working from locations worldwide, facilitating daily creative and functional meetings with groups in Spain, Florida, Costa Rica, Colombia, Peru, Chile, and Mexico.

- ❖ Directly dialogued with the studio regularly to update and share feedback on each project phase and was lauded by NBC Universal / Starburns Industries Studio for exceptional quality and on time delivery.

- Directed a skilled team that created and delivered a highly praised driving simulation for Ford Motor Company time in spite of a high volume of incremental scope changes and demands.
- Produced multiple animation episodes for a wide array of properties including background art and character setups for Warner Brothers Animation series (**Bunnica, UniKitty**), HBO (**Animals**), VICE (**Party legends**)

THE FOUNDRY | **Business Developer & Customer Relations Manager / Latin America Sales** | Venice, CA 2011 – 2012

Driving force behind client prospecting, sales initiatives, and business development, successfully growing sales more than 10-fold from start to finish including triple normal sales in the first quarter alone.

- Acted as the face of the company at industry events including NAB (Las Vegas), Telemundo (Mexico City), Siggraph (Los Angeles), Cable & Broadcast (Sao Paulo), and CAPER (Argentina).
- Pushed product sales to VFX Artists and VFX boutiques throughout Latin America, continually providing demos to prospective clients onsite as well as at special events and tradeshow.
- Traveled extensively throughout Latin America to pave the way for the company to make a big splash in emerging markets including launching sales of Katana and Hiero into the region.

CREATE ADVERTISING | **VFX & CG Supervisor** | Culver City, CA 2010 – 2011

- On-Set Supervisor and overall Game Cinematics VFX Supervisor for PlayStation's **Twisted Metal (2011)**.
- Successfully completed one hour of VFX and 3D animations, screen replacements, motion graphics and editing within six months timeline at an Ad agency.
- Led an outsourcing division while serving as On-Set Supervisor and designing/implementing project pipelines.

Zoic Studios | **Consultant and Environment Artist / Matte painter** | Culver City, CA 2011

- **Country Strong** (2011), **Limitless** (2011), **Red Riding Hood** (2011), and the TV show **Falling Skies** (2011).

Digital Domain | **Environment Lead** for Roland Emmerich's **2012** (2009) and **previz layout artist** on **Tron Legacy** (2010).

Sony Pictures Imageworks | **Special Projects CG Supervisor** | Culver City, CA 2010

- **FX and Environment artist** for **I am Legend** (2007), **Superman Returns** (2005), **Lead Environments on Spiderman 3**, **Layout Artist** for **Surf's Up** (2007), **Lighting/Stereo Comp Open Season 3D** (2006) Also, Cinematics for Sony's award-winning Santiago Calatrava's **Chicago Spire** (2008).

ESC Entertainment | **Department Head of Virtual Cinematography and CG Supervisor** | San Francisco, CA. 2001 – 2004

- **The Matrix Reloaded** (2003), **The Matrix Revolutions** (2003), **Lady Killers** (2004), and **CatWoman** (2004).

Manex VFX | **Department Head of Virtual Cinematography** | San Francisco, CA 2000 – 2001

- **Mission impossible II** (2000), **Exit Wounds** (2001), **Queen of the Damned** (2002) and Sony PlayStation **The Matrix** video game cinematics environments.

Animaciones Ficción | **Founder Manager / Technical Artist & Animator** | 1993 – 1998

- Technical and Architectural 3D Visualizations & Animated TV Commercials

EDUCATION & CREDENTIALS

MASTER OF FINE ARTS (MFA), Academy of Art University, San Francisco, CA

Bachelor of Science in Industrial Design, Universidad Pontificia Bolivariana, Medellin, Colombia

Professional Development: Unreal Engine 4, Steve Wright: Stereoscopic Post-production Filmmaking, Pluralsight, FXPHD.

Technical Proficiencies: Adobe CC, Maya, NukeX, Google Suite, Office suite, Bash, Mel, Python, OSX, Linux, Windows.

Affiliations: Global Board of Directors, Visual Effects Society, 2012-Present

VES Los Angeles Section Board and Communications Manager

Emergency Response Team (CERT), Amateur Radio KM6-KFM (CCARES), WIJABA, IONVFX