



Martin S. Perez Jr.

7005 Arcadia Creek Street, North Las Vegas, NV 89084

T: (702)-816-7086 E: mpsalvador1104@gmail.com

Objective

I am an artist who enjoys the spreading of compelling stories to the public. I can program game mechanics in C# and JavaScript, I enjoy rigging characters for any medium, and can model out objects and characters in Autodesk Maya.

I seek to obtain a job where I can utilize the skills that I have acquired from The Art Institute of Las Vegas. I wish to further my knowledge and understanding in this field of work, with hands-on experience, and advance the leadership capabilities I have demonstrated in both school and my work environment.

I want to be part of a great working atmosphere that pushes me to the best of my abilities by my peers and co-workers. I am willing to go above and beyond and put in the extra hours needed to get the job done.

Experience

Game Mechanic Programmer. Gambit

2014-2015

Programmed the player mechanics and the menu GUI system in C# within Unity. Giving the player the ability to move the player character and progress through the game, as well as giving them the ability to navigate through menus.

Texture Artist. Gambit

2015

Created and assigned textures to different assets designed for the game. Creating textures in Photoshop using UV maps as a guide to give the object a style that fits into the game

Education

Bachelors of Science, Game Art and Design

The Art Institute of Las Vegas, Henderson, NV

June 2015

Skills

- Program game mechanics in C# (Beginner)
- Program game mechanics in Java Script (Beginner)
- Model out objects and characters in Autodesk Maya (Intermediate)
- Model out objects and characters in 3ds Max (Beginner)
- Sculpting and re-topping in ZBrush (Beginner)



References & Letters of Recommendation Available Upon Request