**Martin Thorzén
(Nationality Swedish)**

Work experience

10+ years in the videogame industry with experience in the Technical aspect as well as the 3D aspect of game development.

2011 Feb – Present	Started at Crytek's main office in Frankfurt. www.crytek.com

Created the startup backbone for our entire Maya tools pipeline.
Made a tool to manage files and folders for our entire art pipeline that made sure that the folders and files where named properly and had consistency in the way they were setup.
Writing tools in the editor to help everyday tasks for 3D artists, level designers, effects artists, lighting artists and outsource artists.
I recently wrote a "Comment Tool" in the CryEngine editor that stores camera position and rotation and with a comment and the name of the user that created it, helping us to quickly report and find errors in our levels with ease.
My tools and workflows go out to several studios within Crytek.
I also create simulations and destruction pieces for our projects.
Projects that my tools have helped are
**RYSE
Crysis 3
Homefront 2
Cinebox
CryEngine Editor Sandbox**

2011 Jan - Present

On my spare time I am doing Game Design, programming and doing the art for my own company *north by north*'s three upcoming hand held games, using Unity. Writing all the code in C#.

2010 Jan, -Nov

Started to work at KROME Studios www.kromestudios.com
down in Australia as a Senior Technical Artist.
My work here was to help out improving and maintaining
the art pipeline. A few examples of problems that I solved:
We needed a good and easy way to write scripts for Photoshop so I
wrote a Photoshop API for Python.
We needed validation tools for Maya for our assets before exporting.
We also needed to speed up the testing of our new exporters, so I wrote an automated export system to test our exporters for Maya, Max and Photoshop. Writing out an Excel sheet with the results.
That was just a few examples of things I have done here at Krome.
Since Krome went into a partnership with Emergent (Gamebryo) I have been busy rebuilding our tools so it can be incorporated with Gamebryo tech.
During my time here my tools and pipeline enhancement have helped the artist in several projects.
**Blade Kitten
5 unannounced Projects**

2006-2009, Sep

Started to work at GRIN www.grin.se as a talented 3D Artist,
And I soon was needed as a Technical Artist.
I made graphics, heavy technical rigging of assets and asset optimization for:
**Lead and Gold: Gangs of the Wild West
Terminator: PHYSX version
Terminator: Salvation
Bionic Commando
Wanted: Weapons of Fate
Ghost Recon Advanced Warfighter 2
3 unannounced games one included Fortress.**
My work also includes making tools in Mel and Python and optimization of assets and of whole levels. Making them as cheap as possible for our engine without compromising graphical quality. This includes making sure assets work as they should on the consoles, and are optimized. There is also a lot of technical rigging for destruction.

2007-2008	I was sent down to Barcelona to help out with the start up of our new office. Teaching the people there how the engine worked and how our work-flow here at GRIN was. I stayed and helped out for 15 months.
2006	Signed up with Reactor Interactive to make models for their space game **Sector 13**.
2006	Made a character rig for characters in a game called **Azeda Keep**. My work was to make controllers so the animators could animate more easily.
2005-2006	Worked on a horror game called **Penumbra**. Because we were only three people I did a lot of everything except coding. I did almost all modeling and texturing. I built the maps. Animated the creatures. Wrote the concept document with two other people. Made up all of the in game puzzles. Scripted some. The engine was an in house engine so we used our own tools for almost everything. There is a download-able Demo here: www.penumbragame.com
2005	Held my own 5 week course in Motion capture. Tutoring 15 students how to manage a Motion Capture studio. That included teaching them how to set up and calibrate the system before using it, recording several characters in one scene, cleaning all the data and adding props into the scene.
2005	Made particle effects and backgrounds for a small game called **Energetic**. http://frictionalgames.com/?q=energetic
2004-2006	Made some models for **TO-Crossfire**. http://www.to-crossfire.net/
2004	Released **Rally Shift** with Code Blender. Modeled houses and churches for the tracks in the game. www.codeblender.com
2004	Held a 3D course for students at the University of Gotland.
2004	Made animation for a Teddy Bear for the Interactive Institute.
2003-2006	Modeling for a game called **Xenocide**. A remake of the old computer game X-Com Enemy Unknown. http://www.projectxenocide.com/index.html
2003	Released **Epsilon Tahari** with Code Blender. Modeled some ships and buildings for this space/flight simulator. www.codeblender.com
2003	Started to work with Gotland Interactive Parks Motion Capture Studio. I learned how to use the studio. With everything that it entails using a motion capture studio. http://www.gotlandinteractive.com/1026?ml=3
2003	Made a character for the Interactive Institute for one of their research projects. http://www.tii.se/zerogame/ouroboros/
2003	Started my own company called north by north. In my company I make board games, card games and hand held games.

Education

2002-2005	Acquired a Bachelor Degree of Science in Game Development from the University of Gotland.
2001-2002	Attended an education at University of Blekinge called Virtual Product Development and Design.

Software skills

I have knowledge in MEL, PYTHON and C#. I have been working in following programs.
Alphabetically:

3D Studio Max
Apex
Crazybump
CryEngine
Eva RT (Motion Capture software for capturing and cleaning motion capture data)
Maya
Motion Analysis Motion capture System
Motion Builder
Mudbox
Photoshop
Real Flow
Unity
XSI
Z-Brush

Language skills:

Fluent:
Swedish, English

Proficient:
Spanish, German

References:

References on request.
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