Lucas St. Martin

Principal Character Artist
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31st Union (2k Games)
San Mateo, CA

Lead/ Principal Character Artist June 2019- Present
- Managing a small team of modelers and building out pipelines and feedback loops
- Look Development and asset creation for a new IP

Cold Iron Studios
San Jose, CA

Lead/ Principal Character Artist January 2019- June 2019
- Creating style guides and assets for Character, Environment, and Concept teams
- Designing and developing character related game systems
- Managing a small team of character and tech artists (schedule and task tracking, hiring and on-boarding)
- Establishing and maintaining outsource feedback and integration pipelines
- Expanding the art team and promoting a positive art culture within the company
- Visual development and asset creation for multiple projects

Sr. Character Artist September 2016- December 2018

Trion Worlds
Redwood Shores, CA

Sr. Character Artist October 2014- August 2016
- Responsible for any and all things Character related on Atlas Reactor.
- Creating base models, skins, and texture variants for characters.
- Working closely with Tech Art/FX/Animation and directing to ensure highest quality final product

Cryptic Studios
Los Gatos, CA

Character Artist 2-4 July 2012- September 2014
- Concepting characters, creatures, props, and weapons for the Character team, as well as art direction and paintovers for Environment.
- Creation of 3D assets using a 3DS Max and Zbrush pipeline.
- Working with the Art team to improve and update asset creation pipelines.
- Skinning 3D assets and integrating them into the game engine.
- Supporting the Environment, FX, and Animation teams when necessary

38 Studios
Boston, MA- Providence, RI

Character Artist June 2010 - May 2012
- Concepted creatures, armor sets, weapons and ambient creatures.
- Created 3D models and textures using Maya, Zbrush, and Photoshop.
- Served as a mentor and manager during the 2010 and 2011 Internship program, training interns as well as associate artists

Character Art Intern June 2009- June 2010

Technical Summary

Maya, 3DS Max, Zbrush, Unity, Unreal 3/4, and Marmoset, Marvelous Designer, Substance Suite, Adobe Creative Suite

Titles

Atlas Reactor, D&D: Neverwinter, (and modules Fury of the Feywild, Shadowmantle, Curse of Icewind Dale,Tyranny of Dragons, Rise of Tiamat), Kingdoms of Amalur
Project: Copernicus

Education

Bachelor of Fine Arts in Illustration, Rhode Island School of Design 2010
Pre-College Maryland Institute College of Art 2005
Chapelgate Academy High School 2006