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JAVIER MARTÍNEZ SÁNCHEZ

SUMMARY OF QUALIFICATIONS

Highly creative and multitalented Graphic Designer and Illustrator with extensive experience in multimedia, illustration and print design. Exceptional collaborative and interpersonal skills. Passionate and inventive creator; accustomed to performing in deadline-driven environments with an emphasis on working within budget requirements.

PROFESSIONAL EXPERIENCE

2012–Present Santiago, Chile

JMSartworks (my own Illustration Workshop)

International Freelance Illustrator

Illustrations, concept art for sundry videogame projects, advertising campaigns, editorial projects, etc for different clients around the world.

Some Projects:

-**Zox**. Wristband Illustrations

Client: Nick Kearney

USA

-**Wordlist**. Illustrations for an Educational App

Client: Ignacio Arango

Spain

-**Piraeus Bank**. Print Ad.

Client: The Newtons Laboratory

Greece

-**Lovaganza**. Web and Marketing Illustrations

Client: Jean François Gagnon.

USA

-**Promise - Nestlé**. Print Ad Series.

Client: DDB Dubai.

Dubai

-**Turkish Airlines - Goodbyes.** Print Ad Series.

Client: Lowe and Partners.

Turkey

-**Off the Wall.** Posters.

Client: Spellbound Development Inc.

USA

-**The Famous Person.** Caricatures

Client: Rupert Moore

USA

-**Double Edged Software.** Illustrations, Game Assets, Graphic Design

Client: Sam Edge

Australia

2005—2012

Santiago, Chile

Behavior Santiago (before Wanako Games), a division of Behavior Interactive

Art Director – Concept Designer – Junior Sound Designer

Successfully manage and coordinate cutting-edge video game design projects from concept through completion. Work closely with clients to create vision, conceive designs, and consistently meet deadlines and requirements. Effectively build, motivate, and direct design and production teams.

Key Projects as an Art Director:

- **3D Ultra Minigolf Adventures 2**
- **Arkadian Warriors**
- **3D Ultra Minigolf Adventures: Lost Island** (expansion)
- **3D Ultra Minigolf Adventures**

In charge of project features such as: concept design, texturing, cinematics, backgrounds, illumination, logo, and interface graphic elements.

Other Key Projects:

- **Wipeout, In the Zone**
- **Ghostbusters, Sanctum of Slime**
- **Avatar Crash Course**
- **Revenge of the Wounded Dragons**
- **Assault Heroes 2**
- **Assault Heroes** (uncredited)
- **Jewel Thief**
- **Evergirl**

Works closely in pre-production stages dealing with features such as: concept design (environments), texturing, design, backgrounds, color, models, and interface graphic elements.

Sound Edition, some of Sound Design and integration of sfx in the Game Editor.

2005—2006 Santiago, Chile

Universidad de las Américas

Part-Time Teacher

- Teaches illustration and digital illustration undergraduate courses to Digital Animation Major students.
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2004—2003

Santiago, Chile

Productora Cubonegro, Graphic Design Area

Graphic Designer

- Worked in modeling, texturing, 3D graphics and post-production tasks for commercial spots and institutional videos of national and international brands and companies.
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2004—2003

Santiago, Chile

Universidad Tecnológica Metropolitana, School of Design

Part-Time Teacher

- Taught design and graphic expression undergraduate courses to Graphic Design students.
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1997

Santiago, Chile

Arce Studios

Illustrator

- Drew backgrounds and a poster for the animation project called: “Amazonas: The Magic Land.”
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1996–2000

Santiago, Chile

Free-lance Illustrator

- Illustrations for sundry advertising campaigns and packaging projects for a variety of advertising agencies, such as Leo Burnett, Mc Cann Ericsson, Prolam Young and Rubicam, Wundermann; design agencies, namely Marca Design, TXT, Publimaster, Ira Diseños, among others; publishing houses, i.e. Zig-Zag, SM Chile, Andrés Bello.
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1996–1994

Santiago, Chile

Benjamín Diéguez Limitada (Workshop)

Illustrator

- Illustrations for advertising campaigns and packaging projects for a variety of advertising agencies.

EDUCATIONAL BACKGROUND

Universidad Tecnológica Metropolitana

Santiago, Chile

1989-1993

- Bachelor of Arts in Graphic Design, Major in Visual Communications
- *Summa Cum Laude* graduate

COMPUTER SKILLS

Platforms: PC

Applications: Adobe Photoshop, Painter, Paintool Sai, 3D Studio Max, After Effects, Premiere, Freehand, Microsoft Office Suite (Word, Excel, PowerPoint), among others.

TECHNICAL PROFICIENCY

Techniques used: Proficient at the following techniques: Airbrushing, Watercolor, Graffiti, Colored Pencil, Dip Pen Nib (Ink), Mixed techniques, Digital Drawing and Painting (Photoshop, Painter, Paintool Sai), 3D Model Texturing, etc.

OTHERS

Languages: Spanish (mother tongue), English