

Stephan Martiniere

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ID software. Dallas, TX

2008 - current

Art Director. *"Rage"*

- Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervised a team of 11 artists. I worked closely with a team of 10+ people including the design team, their lead as well as the Creative Director. My role was to ensure the consistency and quality of the visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding and providing visual advice to the marketing team.

Midway games. Chicago, IL

2007- 2008

Creative Visual Director *"Mortal Kombat vs DC", "Ballers", "Blitz", "Area 52", "The Wheelman", "Criminal"*

- managing the Chicago studio concept group and independent contractors to provide concepts and visual guidance for six other midway projects.
- Establish a compelling and strong artistic vision for each project. Work and communicate with the technical art directors or leads to assign the game teams to maintain and unify the aesthetics over the lifespan of the project.
- Define a visual development process in an adaptive manner that best fits the needs and situation of the team. Strive to standardize a pipeline to deliver the highest quality end result.
- Review processes and schedules, providing management with visibility into the progress of visual benchmarks. Take the necessary steps required to ensure those benchmarks are achieved.
- Assist art, design, UI, cinematic and marketing groups, communicate and share efforts to create a cohesive and consistent presentation for the final product. Active involvement supporting and strengthening marketing messaging when applicable.
- In addition to assisting with the art staffing efforts of teams, attract and route new talent to fill available positions. Attend, participate and promote the company at conferences, lectures, classes and portfolio reviews, attracting high caliber talents.
- Guide and mentor the concept art teams
- Cultivate client relationships through summits, discussions and frequent communication.

- Help identify and arbitrate conflicts or concerns to come to a viable solution for aspects such as scheduling, deliverables, expectations
- Help build a sense of community among the concept artists, art leads and other teams
- Support company and marketing group to exploit my name and reputation and create marketing opportunities in connection with personal awards, publicity and media exposure.
- Visual Design Director “Stranglehold” (PC, Xbox, PS3) 2004 - 2007
- Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervised a team of 6 concept artists. I worked closely with a team of 20+ people including the design, art and cinematic team, their lead as well as the art director. My role was to ensure the consistency and quality of the visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding and directing the cut scenes, working closely with the UI team and providing visual advice to the marketing team.

Cyan Inc. Mead, WA

2001- 2004

Visual Design Director

“URU” Ages beyond Myst (PC)

“URU” The path of the shell (PC)

“Myst 5” (PC, Mac)

- Responsible for creating and overseeing the artistic content and visual- look of the games. As the only concept artist at Cyan. I was responsible for creating every concept art piece including; sketches, color comps, elevations, maps, paintings, and often textures. Responsible for designing characters, creatures, vehicles and props as well as environments. I worked closely with an artistic team of seven people including the technical art director. This team was responsible for the modeling, texturing, lighting and animation process. I was responsible to oversee this team to ensure the consistency and quality of the contents during the production process. This also included approving the results during and until the process was completed. Being also part of the game design team I participated in the story development as well. Often my designs have shaped and sometimes reshaped the story.

Genesis Works, NC (freelance)

2004

DIRECTOR: 2D animation

10 years as a director in the animation industry. Los Angeles, Paris, Montreal, Tokyo

Where’s Waldo Company (30 minutes direct video) Where’s Waldo #1, 2, & 3 1997

Directed and art directed as well as supervised the process between Los Angeles and Taiwan

Story Entertainment and DIC entertainment (animated TV series) *T Rex* (65 episodes) , and *King Arthur* (13 episodes) 1992

DIC entertainment , (animated TV series, 13 episodes) *Where's Waldo*1991-1992

Saban, (animated TV series) *Video Power* (55 episodes)

DIC/France Animation/Cinar Canada, (five 1/2 hour musical animated TV specials)

Madeline. Directed, art directed, background and character design, storyboard and writing.1989-1991, Winner of: The Children's Hall of Fame Award, The Humanitas Award, The Parent's Choice Award, The ACT Award and Nominated for an Emmy Award

DIC entertainment, (animated TV series) *Dennis The Menace*(13 episodes) and *Dinosaucers* (65 episodes)1987-1988.

CONCEPTUAL DESIGN: 3D Animation

DNA production, *The Ant Bully* 2004

Threshold Entertainment, *Foodfight* 2000

SD Entertainment, *Centipede* 2000

Mainframe, *Gulliver's Travels* 1999-2000

Industrial Light And Magic/ Universal, *Frankenstein* 1998

Dreamworks/ Industrial Light and Magic, *XO* 1998

CONCEPTUAL DESIGN: 2D ANIMATION

Disney, (direct video) *tinkerbell* 2003

Universal, (TV series) *the mummy* 2001

Saban, (TV series) *Cyber 9*1999

Fox Animation, (feature film) *Titan A.E.* 1997-1998

Landmark, (TV series) *Skeleton Warriors* 1992

Perfect World Entertainment, (feature Film) *Virtual Meltdown* 1997

Where's Waldo Company, (direct video) *Where's Waldo #1, 2 & 3* 1997

DIC, (TV series) *Swamp Thing* 1990

DIC, (TV series) *The Real Ghostbuster* 1987

DIC, (TV series) *Inspector Gadget* 1984

DIC, (TV series) *Heathcliff*1984

CONCEPTUAL DESIGN: LIVE ACTION

Warner Brothers, *Akira*, 2010 - 2011

Radar pictures, *A Better World*, 2010

Rhythm & Hues, *Three Wishes*, 2009

Creek pictures, *The Guardian* 2009

Digital domain, *Tron legacy*, 2008

Summit Entertainment, *Knowing* 2007-2008

Universal Studios, *Barbarella* 2007

Paramount, *Startrek XI* 2007

20th century fox, *I robot* 2004

Lucas Films, *Star Wars, (Episode Three)* 2002

Dreamworks, *The Time Machine* 2000

Lucas Films, *Star Wars (Episode Two)* 1999

Warner Brothers/Digital Domain, *Red Planet* 1999

Disney/Hammerhead Prod., *House X* 1999

David Kirschner Productions, *Outlander* 1999

Univeral Studios/Metrolight, *Dragonheart Two* 1999

Newline Prod./VIFX, *The Astronaut's Wife* 1999

Tatopoulos Design, *Battlefield Earth* 1998

Warner Brothers, *Mr. Limpet* 1998

Universal Studios, *Virus* 1997
 Disney, *Flubber* 1996
 Sony / Gaumont, *The Fifth Element* 1993

CONCEPTUAL DESIGN: 3 D MOTION RIDE

Universal / Metrolight, *Poseidon's Revenge* 1997
 Rhythm and Hues, *The Race for Atlantis* 1996
 Rhythm and Hues, *Star Trek: The Experience* 1996

CONCEPTUAL DESIGN: THEME PARK

Disney Imagineering, *Adventureland* 2009
 Paramount, *Tomb Raiders* 2000
 Paramount, *TV Land* 1999
 Paramount, *Nicktoon* 1999
 Paramount, *Volcano* 1998
 Mario Kamberg Design, *Leavesden* 1997
 Disneyland, *A Bug's Life* 1996
 Universal / Mario Kamberg Design, *Jurassic Park* 1991
 Landmark, *Caesar's Palace: The Magical Empire* 1990
 Landmark, *The Fantastic Puroland* 1989

STORYBOARD

Dreamworks, (feature film) *the time machine* 2000
 Warner Brothers, *Zeta* (animated TV series) 2000
 SD Entertainment (3D animation), *Noddy* 2000
 Jumbo Pictures, (animated TV series) *P B & J* 1998 & 1999
 Jumbo Pictures, (animated TV series) *Doug* 1998
 Columbia Tristar, (animated TV series) *Dragon's Tales* 1998
 Fox Animation (animated feature film) *Titan A.E.* 1997
 MGM Animation, (animated TV series) *Robocop* 1997
 Warner Brothers / Little Gangster (animated TV series) *Calamity Jane* 1997
 Warner Brothers, (feature film) *Sphere* 1996
 Marvel, (animated TV series) *Spiderman* 1995
 Film Roman, (animated TV series) *Mighty Max* 1994

CONCEPTUAL DESIGN AND ART DIRECTION: GAMES

Genesis (PC). Created character and environment concept designs

Pandemic Studios, Westwood, CA (Freelance) 2001
Starwars (PSX2). Created character concept designs

3DO, Redwood, CA (Freelance) 2001
The Four Horsemen (PSX2). Created environment concept designs

Vortex, Los Angeles, CA
Art director 1996-1997

Madeline's "the puppet show"

Concept Design

Madeline's Adventure in Europe. Created environment and character concept designs

Little Gangster Entertainment, Los Angeles, CA 1993
Owner and Creative Director

Alien vs Predator, Space Monkeys, Star Trek

COMIC STRIP DESIGN

Where's Waldo, worldwide syndicated Sunday strip 1994-1997

AWARDS

1989-1991 Madeline (the five animated specials); Winner of: The Children's Hall of Fame Award, The Humanitas Award, The Parent's Choice Award, The ACT Award and Nominated for an Emmy Award

1997 The Spectrum Silver Award for editorial illustration

2001 The THEA Award for Theme Parks

2004 The Spectrum gold Award for comic book cover

2004 The Expose Master Award for environment illustration

2004 The Expose Master Award for transport illustration

2004 The Expose Excellence Award for character illustration

2005 The Expose Master Award for character illustration

2005 two Expose Excellence Award for cityscape illustration

2005 three Expose Excellence Award for transport illustration

2005 The BSFA Award for best book cover illustration

2006 The Chesley Award for best book cover illustration

2006 Nominated for the Hugo Award for best book cover illustration

2006 Grand Master Expose Award

2006 nominated for the Hugo Award

2007 The Chesley Award for best book cover illustration

2007 The Expose Excellence Award for science-fiction illustration

2007 The Expose Excellence Award for action illustration

2007 nominated for the Hugo Award

2008 the Hugo Award

2008 The Silver Award for book cover. Spectrum

2008 The Expose 6 Excellence Award for futurescapes

2008 The Expose 6 Excellence Award for conflict

2008 The Expose 6 Excellence Award for environment

2008 The Expos 6 Excellence Award for fantasy

2008 The Expos 6 Master Awards for science fiction

2009 Boskone art exhibit, Best in show

2010 Bookgasm Best Cover Artist

2010 The Ennie Award for best art cover

2010 The expose 8 Master award for science fiction

2010 The Expose 8 Excellence Award for science fiction

2010 The Expose 8 Excellence Award for futurescapes

2010 The Expose8 Excellence Award for transport

Advisory board member for the CG society since 2004

Lectures *GDC San Jose, MIG Montreal, the Gnomon School of Design, Los Angeles
The Industry Giants, Dallas*

Interviews

TV *Attack of the show,*

Radio *Sidebar*

Magazines *CG Magazine, I Up, SF Revu, CG Society, CG Networks, Starlog, the Union, Gamasutra, FX magazine*

Concept Design Workshops *Behind the Iron Curtain, Romania , the Concept Art Academy, Los Angeles*

EDUCATION

Animation school (Chambre De Commerce les gobelins). Paris, France.1983-1984

Superior School of art (Duperre) Paris, France1979-1983 B.A. with honors in Graphic Art.