

Charles Martin

Location: Horsham, UK

Email: charlesmartin731@yahoo.co.uk

Portfolio: cmcinematics.com

Personal Statement

Storytelling and eye-catching visuals are what I strive to achieve throughout my work. With the determination to learn new tools, I always work towards producing quality work at an efficient rate. I also take great enjoyment in experimenting with new techniques throughout the process of content creation.

Experience

The TrailerFarm

Senior Cinematic Artist [Full-time] (February 2022 - Present)

Cinematic Artist [Full-time] (July 2020 - February 2022)

Cinematic Artist [Contract] (January 2020 - July 2020)

Working in-house and remotely with the cinematics team to deliver high quality trailers to clients. Roles include creatively leading projects and cinematic teams, 3D blockouts, camera work, in-engine VFX, lighting, initial animation blockouts and polish across multiple projects simultaneously. More recently, working with client development teams to create in-engine cutscenes in Unreal Engine 4.

Rebellion Developments

Junior Video Editor [Full-time] (May 2019 - October 2019)

Helping produce a wide variety of videos for upcoming projects. Skills used include working in Rebellion's proprietary game engine, gameplay capture, in-engine rendering, 3D software such as Maya and use of the Adobe Creative Suite. Projects include working on announced titles such as Evil Genius 2, Zombie Army 4 and Sniper Elite 3 for Nintendo Switch.

Anti-Matter Games

Video Capture/Cinematic Artist [Contract] (May 2018 - June 2018)

Working with the video team at Anti-Matter Games to help produce high quality trailers for clients. Utilising skills of engine capture/rendering, gameplay capture and video editing to acquire the highest standard of footage for other members of the team to work with. Projects include working on titles such as Maneater, Boundless and Albion Online.

Software/Skills

- Premiere Pro and Final Cut Pro X
- Unreal Engine 4/5 and Unity as well as custom engines
- Maya
- Game Capture Software (OBS and Shadowplay)
- After Effects
- Logic Pro X
- Photoshop
- Strong ability to work in a team
- Excellent communication skills
- Great at bouncing ideas off others while also being able to work independently

Certifications

Adobe Certified Associate - Digital Video Using Adobe Premiere Pro

Adobe Certified Associate - Visual Effects & Motion Graphics using Adobe After Effects

Education

Falmouth University (2016 - 2019)

BA(Hons) Game Development - Animation (**2:1**)

Hobbies and Interests

Games - Interest and experience in both playing and developing video games.

Photography - Exploring the world of photography. **IG:** [charlie.has.a.camera](#)

Music - Playing guitar, drums and piano in my free time

Technology - Interest in staying up to date with latest technology

References available upon request