

Martin Kupski



Showreel/Portfolio: <http://www.kupski.net/>

Email : martin.kupski@gmail.com

Call : +46707560880

Adress: Hillerodsvagen 6a zip: 21747
City: Malmö Country: Sweden

Work Experience

Aug 2013 – current	Lighter/Shader/renderer at Wilfilm
July 2012 – April 2013	Matte painter /Compositor and 3D Generalist at Postyr
June 2012	VFX supervisor and Compositor on Logan (Shortfilm)
June 2012	VFX supervisor and Compositor on Run (Shortfilm)
March – June 2012	UI Design Consulting on Hitman Absolution at IO Interactive
15 th March 2012	Held a lecture in matte painting at Campus i12
2011 - 2012	Worked at Gimmick VFX as Environment artist/ animator
2009 - 2010	Worked at Starvault as a UI Artist/Level Designer
2006 - 2009	Worked at Ghost VFX as compositor, mattepainter and 3D artist
2005	won at the Game Concept Challenge 2005 with DEADBOLT, a game prototype for PSP
2004	Worked with IRIS on a musicvideo for Anti-Flag

Games

Acaratus, Turnbased Tactical RPG.

2013 – current Nodbrim Interactive, Creative Director, UI art/design and 3D artist.

Hitman Absolution, A 3rd person stealth action game.

March – June 2012 IO Interactice, I did consulting on design work for the later part of production.

Mortal Online, an open sandbox MMO.

Apr/2009 - 2010 *Starvault*, (A indie company based in Malmö/Sweden).

I took care of all of the GUI creation and design. Using only kismet because we didn't have any plans to get Scaleform or implement Flash. I also had a hand in some o the level design.

VFX for Commercials

LEGO STAR WARS, Environment art/Lighting/Rendering/shading/modeling/animation

SDLG, 3D modeling/Environment art

2011 - 2012 Gimmick VFX

VFX for Movies

Alle for To, matte painting/ 3D generalist / Compositor

2012 - 2013 Postyr

Ninja Assassin, roto/ Compositing

2008 - 2009 Ghost VFX

The Soloist, Mattepainting/ Compositing

2008 - 2008 Ghost VFX

Fritt Vilt 2, Mattepainting/ Compositing

2008 - 2008 Ghost VFX

Blå Män, Mattepainting/ Compositing

2008 - 2008 Ghost VFX

Traitor, Mattepainting/ Compositing

2008 - 2008 Ghost VFX

Hellboy 2, modelling/sculpting

2007 - 2007 Ghost VFX

10.000BC, Crowdsim/handplacement

2007 - 2007 Double Negative

Software skills

Modo - Proficient

Maya - Advanced

V-ray - Advanced

Mudbox - Advanced

3D Coat - Advanced

Nuke - Advanced

Fusion - Advanced

Adobe Photoshop/Premiere - Advanced

Mari - Proficient

Illustrator - Proficient

VUE - Proficient

Unreal Engine - Proficient

Unity - Proficient

Flash/Flash Builder(FLEX) - Advanced

Z-Brush - Proficient

3DS Max - Basic

Script skills

Action Script 3 - Advanced

HTML - basic

CSS - basic

Javascript - Basic

PHP - Basic

SQL/mySQL - Intermediate

Language skills

Swedish, mother tongue

Polish, almost fluent

English, fluent

Education

2010 – 2011 Advanced Action Script 3.0 OOP (Academia Masters)

2005 -2006 SOFE Digital Art (School Of Future Entertainment)

2003 - 2005 Artschool (Frans Suells Gymnasiet)

2004 - 2005 FBU (Voluntary Command Education – Malmö)



Showreel/Portfolio: <http://www.kupski.net/>

Twitter: <https://twitter.com/#!/MKupski>

Linkedin: <http://www.linkedin.com/pub/martin-kupski/3/965/746>

IMDB: <http://www.imdb.com/name/nm3198264/>

Email : martin.kupski@gmail.com

Call : +46707560880