



# MARTIN KUPSKI

3D Artist / UI Artist

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## GET IN TOUCH


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## SOCIAL

 [Linkedin.com/in/martin-kupski](https://www.linkedin.com/in/martin-kupski)

 [@MKupski](https://twitter.com/MKupski)

## PRIMARY SKILLS

- Modeling (soft & hard surface) high and low poly
- Texturing/UV
- Animation
- UI Art

## SECONDARY SKILLS

- Character skinning
- Animation
- Basic rigging
- Compositing
- Match moving
- Camera tracking
- Roto/paint

## SOFTWARE SKILLS

- Autodesk Maya, Mudbox
- Adobe Photoshop/Premiere Pro
- Adobe After Effects/Illustrator
- Pixologic ZBrush
- V-ray
- 3D Coat
- Foundry Nuke, Mari
- Blackmagic Design Fusion
- Unreal Engine
- Unity

## PROFILE SUMMARY

9+ years as a 3D generalist has given me experience in a wide range of areas - 3D asset creation, UI art, VFX, post production, video games, as well as project and team management.

## WORK EXPERIENCE

### LEAD ARTIST

iGotcha Studios  
Jan 2017 - Current

[Unannounced Title](#) - Leading the art team. Creating UI, Characters and Environment assets.

### CREATIVE DIRECTOR / ART LEAD

Nodbrim Interactive  
Jan 2014 - Current

[Acaratus](#) - Designing and managing a team of 8 in all fields. Publishing and distributing the title and handling marketing materials and doing all ingame 3D art assets and more.

### LIGHTER / SHADER / RENDERER

Wilfilm  
Aug 2013 - 2016

[Lego \(Star Wars, Friends, City etc\)](#) - I handled many aspects of post production together with the commercial department like Environment art; Lighting; Rendering; shading; modeling and animation

### 3D GENERALIST / COMPOSITOR

Postyr  
Jul 2012 - Apr 2013

Worked closely with directors as a 3D Generalist, Compositor and matte painter on Danish films and commercials for broadcast TV.

## GAMES

- Acaratus  
PC  
turn based tactical rpg
- Hitman Absolution  
PC & Console  
A 3rd person stealth action
- Mortal Online  
PC  
FPS open world sandbox MMO

## MOVIES

- Alle for To  
3D generalist / Compositor
- Ninja Assassin,  
Roto / Compositing
- The Soloist,  
Matte painting / Compositing
- Fritt Vilt 2,  
Matte painting / Compositing
- Blå Män,  
Matte painting / Compositing
- Traitor,  
Matte painting / Compositing
- Hellboy 2,  
Modelling / Sculpting
- 10.000BC,  
Crowd sim / Match Move

## EDUCATION

- Academedia Masters  
Action Script 3.0 OOP (2010 - 2011)
- School Of Future Entertainment  
Digital Art (2005 - 2006)
- Frans Suells Gymnasiet  
Art major (2003 - 2005)

## LANGUAGE SKILLS

- Swedish - mother tongue
- Polish - almost fluent
- English - fluent

### UI DESIGN (FREELANCE)

IO Interactive  
Mar - Jun 2012

[Hitman Absolution](#) - Tweaked and added minor fixes to the HUD elements.

### ENVIRONMENT ARTIST / ANIMATOR

Gimmick VFX  
2011 - 2012

Worked on various commercials and introduced the company to The Foundrys Mari and it helped a lot on several occasions.

### UI ARTIST

Starvault  
2009 - 2010

[Mortal Online](#) - Took care of all layout and art for the game. Worked closely together with a programmer to get it all implemented with my kismet (UE3) script.

### 3D GENERALIST

Ghost VFX  
2006 - 2009

Had a hand in several VFX shots in movies and commercials doing Compositing, Modeling, Texturing, Matte Painting etc...

Thank you for your time!

Kind Regards  
Martin Kupski