

FOR THE

**SUPERCOMPUTER**

**ENTERTAINMENT**

**™ SYSTEM**

**ted martens**

**curriculum**

**vitae**



**INSTRUCTION BOOKLET**



# Personal Information

## Name

Ted Andrew Martens

## Portfolio

[www.tedmartens.com](http://www.tedmartens.com)

## Email

[tedmartens@gmail.com](mailto:tedmartens@gmail.com)

## Address

1726 Ridge Ave fl 1  
Evanston, IL 60201

## Phone

+1 319-830-9919

## Age

25

## A Passion for Creating

I've drawn pictures and created art as long as I can remember. I make video games because of how challenging they are and, in turn, rewarding when it all comes together and the efforts of everyone on the team takes shape. I have a tremendous appreciation for games after experiencing the huge amount of dedication and effort it takes to create them. Being able to play what we've created and share hours of enjoyment with other players makes game development unlike any other medium. I strive to contribute to this medium: fresh ideas, innovation in art, unique and memorable characters, lush environments, inspiring concept art, and a cohesive visual style and theme.

# Educational Background

2005 Bachelor of Fine Arts degree in Art & Design  
Iowa State University  
Ames, IA - USA

# Work Experience

2007 & 2008 Intuition Games, LLC  
Co-Founder, Artist, Game Designer  
Ames, IA

2006 & 2007 The Virtual Reality Applications Center  
Lead Artist, Art Director  
Ames, IA

2005 Micoy  
Video Editor - Internship  
Ames, IA

2004 Atlas Technologies  
Video Editor  
Ames, IA

## Additional Experience

2004, 2005, 2008 Conference Associate  
Game Developers Conference  
San Jose and San Francisco, CA

# Awards & Achievements

2007 Dinowars™ game concept chosen to be developed as a *Premium Game* for Kongregate.com.

IGN.com article about Dinowars and Intuition Games.








































2004 Student Finalist in the Independent Games Festival competition for Treefort Wars. Game was on display at the Game Developers Conference in San Jose, CA.

Game Informer Magazine - An article about independent games with a screenshot of Treefort Wars.

# Key Skills

Concept Art / Illustration  
Environment Design  
Logo Design  
Character Design  
Digital Painting  
Texturing / UV Mapping  
3D Modeling / Rendering  
GUI Design  
Sculpey Figurine Concepts

# Software Experience

Photoshop					
Maya					
3D Studio Max					
Cinema 4D					
Body Paint					
ZBrush					
Illustrator					
Flash					
Crazy Bump					
Adobe Premier					

# References

Josh Larson

Intuition Games, LLC

Co-Founder

Email: [josh@intuitiongames.com](mailto:josh@intuitiongames.com)

Phone: 515-708-2257

Jim Oliver

The Virtual Reality Applications Center

Director

Email: [oliver@iastate.edu](mailto:oliver@iastate.edu)

Phone: 515-294-3092

See my **Portfolio** at

**tedmartens.com**