

## JUAN ROBERTO MARTINEZ

TECHNICAL ANIMATOR  
GAMEPLAY DESIGNER  
ART DIRECTOR

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### SKILLS

Character Animation	Leading a team of game developers
Gameplay Prototyping	Creating art and animation tools and scripts
Rigging and Pipelines	Designing efficient asset pipelines
Mentor and Teacher	3ds Max, Maya, Unity, Unreal, C#, Python, Optimization

### OBJECTIVE

I've helped ship over 30 games on console, mobile, and VR platforms. I specialize in animation, art pipelines, game prototyping, and *finding the fun*.

### EXPERIENCE

#### **Playful Studios - Principal Technical Animator - 2013- current**

Worked as a technical artist and animator for Lucky's Tale.

#### **Dinosaur Games - Design Director - 2019- current**

Created gameplay, animation, level, and puzzle design. Directed a team of outsourced designers to achieve a high level of quality.

#### **SMU's Guildhall - Adjunct Professor - 2006 – current**

Training students attending SMU's Guildhall in rigging and animation.

#### **Robot Entertainment - Technical Animator - 2009 - 2013**

Worked as a technical artist and animator for Orcs Must Die! and Hero Academy.

#### **Ensemble Studios - Lead Animator - 2004 – 2009**

Lead a team of animators. Created art and animation pipelines.

#### **Terminal Reality - Lead Animator - 2002 – 2004**

Lead a team of animators. Created art and animation pipelines.

#### **Ritual Entertainment - Animator - 2001 – 2002**

Worked as a cinematic and game animator.

#### **Mesa Logic - Animator - 2001**

Created character models and established art pipelines.

### EDUCATION

#### **Art Institute of Dallas 2000**

Completed Foundation Art Courses