

KARLA MARTINEZ

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## OBJECTIVE

Work in an environment that challenges me to continue learning, at the same time be able to help and learn as much as I can from my peers. To create a workspace that is in continual growth with opportunities of advancement.

## EMPLOYMENT HISTORY

### **Electronic Arts**

April 2007 - Current

#### *Lighter*

Environment and character lighting for next generation games and Wii titles. Ensuring the vision of the art director translates into the environment using a variety of in house tools.

FIFA 12 (PS3 & XBOX 360)

*Environment Lighting (2011)*

Fight Night Champion (PS3 & XBOX 360)

*Environment Lighting and Character Lighting (2010)*

NHL 11 (PS3 & XBOX 360)

*Environment Lighting & Environment Modeling (2010)*

NHL Slapshot (Wii)

*Environment Lighting & Environment Modeling (2010)*

FIFA World Cup 2010 (PS3 & XBOX 360)

*Environment Lighting (2010)*

Tennis Grand Slam 09 (Wii)

*Environment Lighting (2009)*

March Madness 09 (PS3 & XBOX 360)

*Environment Lighting (2008)*

NBA Live 09 (PS3 & XBOX 360)

*Environment Lighting (2008)*

Facebreaker (PS3 & XBOX 360)

*Environment Lighting (2008)*

NBA Live 08 (PS3 & XBOX 360)

*Environment Lighting (2007)*

### **Bardel Entertainment**

August 2006 - April 2007

#### *Lighting Technical Director*

Lighting characters and environments as well as problem solving technical issues for the animated series "Viva Piñata" on its first season.

### **Mobel**

2004 - 2005

#### *Designing office layout*

Designing office furniture layouts and creating architectural layouts.

### **SG Fotografos**

2003 - 2004

#### *Photographers assistant*

Assisted the photographer by helping him develop prints, set up lights and doing office work.

**EDUCATION**

Vancouver Film School 3D Animation and Visual Effects Vancouver BC, Canada	2005 - 2006
Universidad Autonoma de Guadalajara Industrial Design Guadalajara Jalisco, Mexico	2000 - 2004

**SKILLS PROFILE**

- |                 |             |                          |
|-----------------|-------------|--------------------------|
| - Maya          | - XSI       | - After Effects          |
| - Mental Ray    | - Photoshop | - Premiere Pro           |
| - Deep Paint 3d | - Z Brush   | - Creation of Light maps |

**LANGUAGES**

Spanish – Native language  
English – Speak fluently and read/write with high proficiency