



Ashlee Martino-Tarr 3D Artist

Profile

Experienced 3D artist and TD specializing in modeling, surfacing, lighting and Look Development.

Contact

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Skills

Material/ Shader Creation	Organic Modeling	Hair/ Fur Systems
MDL & Substance Creation	Hard Surface Modeling	Lighting and Rendering
Texturing & UVing	High Poly To Low Poly	3D Compositing
Traditional/ Digital Painting	Environment Layout	Pipeline Troubleshooting
Color Theory / Composition	Look Development	Documentation / R&D

Programs

Maya	Zbrush	Mudbox	Nuke
Modo	Substance Designer	V-ray	Photoshop
3Ds Max	Substance Painter	Iray	Illustrator
Unreal Engine	Mari	Mental Ray	After Effects

Experience

3D Content Creation Specialist NVIDIA through West Valley Staffing 2016- Current

- Create and publish accurate , seamless, and flexible PBR materials for Nvidia's vMaterial library.
- Create custom MDL materials and functions for added flexibility to advanced users.
- Troubleshoot and debug issues pertaining to integration of vMaterials or MDLs in supported applications.
- Create 3D Demo content for events, software testing, and tutorials pertaining to MDL, Mental-ray and Iray.
- Assist teams with concepting and previsualization of demo content.
- Prep 3D scenes with modeling, retopology, uving, layout, texturing, material creation, lighting and rendering expertise.
- Work with new softwares and technologies, testing and documenting workflow and pipelines.

Graphic Visualization Artist BOSCH through TekSystems 2015

- Visualize use cases for future innovations.
- Create 3D pre-visualization layouts, camera layouts and basic camera blocking
- Model, texture, light and export various assets for use inside of custom algorithms and solutions.
- Find creative artistic solutions to address custom software limitations and push visual design.
- Develop unique and clean iconography for various Heads – Up- Displays in augmented reality and virtual reality platforms.
- Write and maintain technical artist documentation for unique pipelines and software implementations.
- Graphical manipulation and drawing used for visualization.

Projects & Collaborative History

[2017] Texturing Artist, Lighting TD & Modeler for Dino Hunt	[2013] Lead Texture artist for Aria for a Cow
[2016] Lead TD & Lead Texture Artist for WishingBox	[2013] Senior Lighter & Texture Artist for Soar
[2016] Lead TD for Knob	[2013] Texture Artist for Umbra
[2015] 3D Artist and Compositor for The Architect	[2012] Texture Artist for Activities and Incidents
[2014] Lead TD & Texture Artist for NUTS	[2012] Texture Artist & Render Wrangler for Breakfree
[2014] Lead TD for Curpigeon	[2011] Texture Artist & Technical Assistant for Junior Giants

Education

BFA 3D Animation & Visual Effects Academy of Art University, San Francisco, California December 2014