

Martin Holmström

3D Artist

Uppsala, Sweden

Profile

I've played and enjoyed video games ever since I first had access to a computer and I've wanted to work with creating games for almost as long. My interest in creating games led me to try out 3d modelling software and the first one I learned was 3ds Max when I was 16 years old.

My favourite games are in the strategy and FPS genres with specific examples such as Total Annihilation, DOOM (2016) and Factorio. I enjoy photography and audiobooks such as Dune, Revelation Space and the Expanse. My main interests are science, technology and history, especially ancient Rome and the cold war.

Modelling Focus

Hardsurface Modelling

My main focus has been on hard surface modelling, PBR texturing and UV unwrapping but I'm comfortable with Zbrush sculpting and I know the basics of rigging.

Education

Bachelor of Creative Technologies Game Art

Media Design School 2012-2015

During my studies at Media Design School in Auckland, New Zealand, I learned about all stages of asset creation, from concept to finished in engine asset.

We did a lot of group projects and we had regular feedback sessions that emphasised the importance of peer feedback and how to improve ones work.

Projects

Dungeon Town Game

July 2014 - May 2015 3d Artist & Game Designer

I worked together with other students to create a playable dungeon crawler game.

My role on the project was to create the games environment, enemy characters and weapons. I also managed and aided other artists on the team to keep the project on schedule. During the course of the project we kept track of our progress and had weekly meetings where we shared our work and prepared for the next sprint.

Project Wizard VR Game

September 2014 3d Artist & Game Designer

I designed and made a multiplayer VR game in Unreal Engine 4 with help on the networking from a programmer classmate.

You play as a wizard and cast fireballs to destroy your opponent. I showed the game at Digital NatioNZ 2014 in Auckland's Vector Arena as part of our schools exhibition.

Project Void Game

Jan 2014 - May 2014 3d Artist

During my second year at MDS I assisted the third year class with their game project. I was tasked with creating 3d props and various rooms for the spaceship that the game took place in.

Contact

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Programs

modo



Substance Painter



Marmoset Toolbag 3



Photoshop



Maya



Substance Designer



Zbrush



Unreal Engine 4



Languages

Swedish Native

English Fluent

Reference

Adam Oresten

Technical Animator at Rocksteady Studios

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