



# MARTIN TRUU THORZEN

LEAD TECHNICAL ARTIST

## ABOUT

I have a Bachelor Degree of Science at the University of Gotland. I released my first game back in early 2003 (so over 20 years in the industry) and now I'm a Senior Software Engineer at Unity and before that I was a Lead Technical Artist at Ubisoft Singapore Studio. I have a passion for helping people. .

## CONTACT

- www.northbynorth.se
- mthorzen@gmail.com
- <https://www.linkedin.com/in/martinthorzen/>
- mthorzen
- +45 5028 5888

## SKILLS | SOFTWARE

- MAYA
  - 3DS MAX
  - PHOTOSHOP
  - KRITA
  - SUBSTANCE DESIGNER
  - UNITY
  - CRYENGINE
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- PYTHON
  - C#
  - C++
  - XAML
  - WPF
  - Qt

## INTERESTS

During my sparetime I try keeping myself occupied by learning new things.

I play board games and I also create my own board games.

## WORK EXPERIENCE

- **Senior Software Engineer / 2018 – Current**  
Unity
  - Tools, Workflows, UX engineer on the Universal Render Pipeline team.
  - Improving Unity for our users as much as I can.
- **Lead Technical Artist / 2016 – 2018**  
Ubisoft
  - Developing the Technical Artists in our studio.
  - Improving and maintaining the art pipeline.
  - Solving problems and creating tools and scripts in C#, Python and some C++.
- **Senior Technical Artist / 2015– 2016**  
Ubisoft
  - Streamlining the integrating of art into the Engines and enhance the workflow for Artist and Level Designers.
  - Optimizing art assets to fit the budget of target platforms.
- **Senior Technical Artist in the Core Technology Team / 2014 – 2015**  
CD Projekt RED
  - Here I was enhancing the RED Engine with more tools and workflows. Most notable was the DataBase Tool that we used for optimization. I made a GDC Presentation on it.
  - Solving problems and creating tools and scripts in C++ and Python.
- **Senior Technical Artist / 2011 – 2014**  
Crytek
  - Improving and maintaining the art pipeline.
  - Writing scripts and tools in Python and Mel.
  - Optimizing art assets to fit the budget of target platforms.
- **Senior Technical Artist / 2010 – 2011**  
Krome Studios
  - My work here is to help out improving and maintaining the art pipeline. Writing scripts and tools in Python and Mel.
- **Senior Technical Artist / 2007 – 2010**  
Grin
  - I was sent down to Barcelona to help out with the start up of our new office. I was also sent to Canada for a month to supervise our outsourced art.
  - Making tools in Mel and Python.
  - Optimizing art assets to fit the budget of target platforms.
- **Technical Artist / 2006 – 2007**  
Grin
  - Started out as a Talented 3D Artist, but soon I saw that we at GRIN needed a Technical Artist. So I changed my position.
- **3D Artist / 2003 – 2006**  
north by north
  - I made graphics and animations for several independent game studios at my own company.

## EDUCATION

Bachelor Degree of Science – Game Development / 2002 – 2005  
Gotland University Sweden