Martin Sutherland

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martin.sutherland.3D@gmail.com

WORK EXPERIENCE

Apple (via Mindlance), The Colony, TX — Data Imagery Editor

February 2024 - Present

- Efficiently identify and correct issues by annotating 2D imagery
- Optimize existing processes in order to meet client's goals
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicate effectively in a team environment in order to increase productivity
- Use comparative analysis to establish conformity throughout project
- Self QA assigned tasks prior to completion

Haymaker, Richardson, TX — *Rigging Artist*

January 2024 - May 2024

- Responsible for the main antagonists animation rig
- Crafted scripts to assist animators in efficiently correcting and publishing work to the pipeline
- Accurately troubleshot rendering and texturing issues in Arnold
- Facilitated effective communication between departments to meet their needs
- Lead meetings with the rigging team to create uniformity in our work

Animation Lab, Richardson, TX — Lead *Rigging Artist*

January 2023 - December 2023

- Collaborated on the 3D animated short film *Red Hat Ringo*
- Responsible for the main character's facial rig, final horse and tack rigs, as well as multiple proxy rigs for use by the layout department.
- Guided my team of rigging artists in troubleshooting technical issues
- Researched and developed documentation to add Unreal Engine 5 to our pipeline

EDUCATION

The University of Texas at Dallas

B.A. – Arts, Technology, and Emerging Communications

3.89 GPA – Magna Cum Laude

800 W Campbell Rd, Richardson, TX 75080

3D ART PORTFOLIO

https://martinsutherland3d.wixsite.com/mysite

SKILLS

Maya

Unreal Engine 5

Unity

Substance Painter

Python

MEL

VOLUNTEER WORK

Frisco Fastpacs, Frisco, TX

Isbell Elementary, Frisco TX

AWARDS

UT Dallas Dean's List
2021 & 2022

Lone Star State Degree Recipient
2020